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ALL VERSIONS REVIEWED. OUT THE 16TH DEC.

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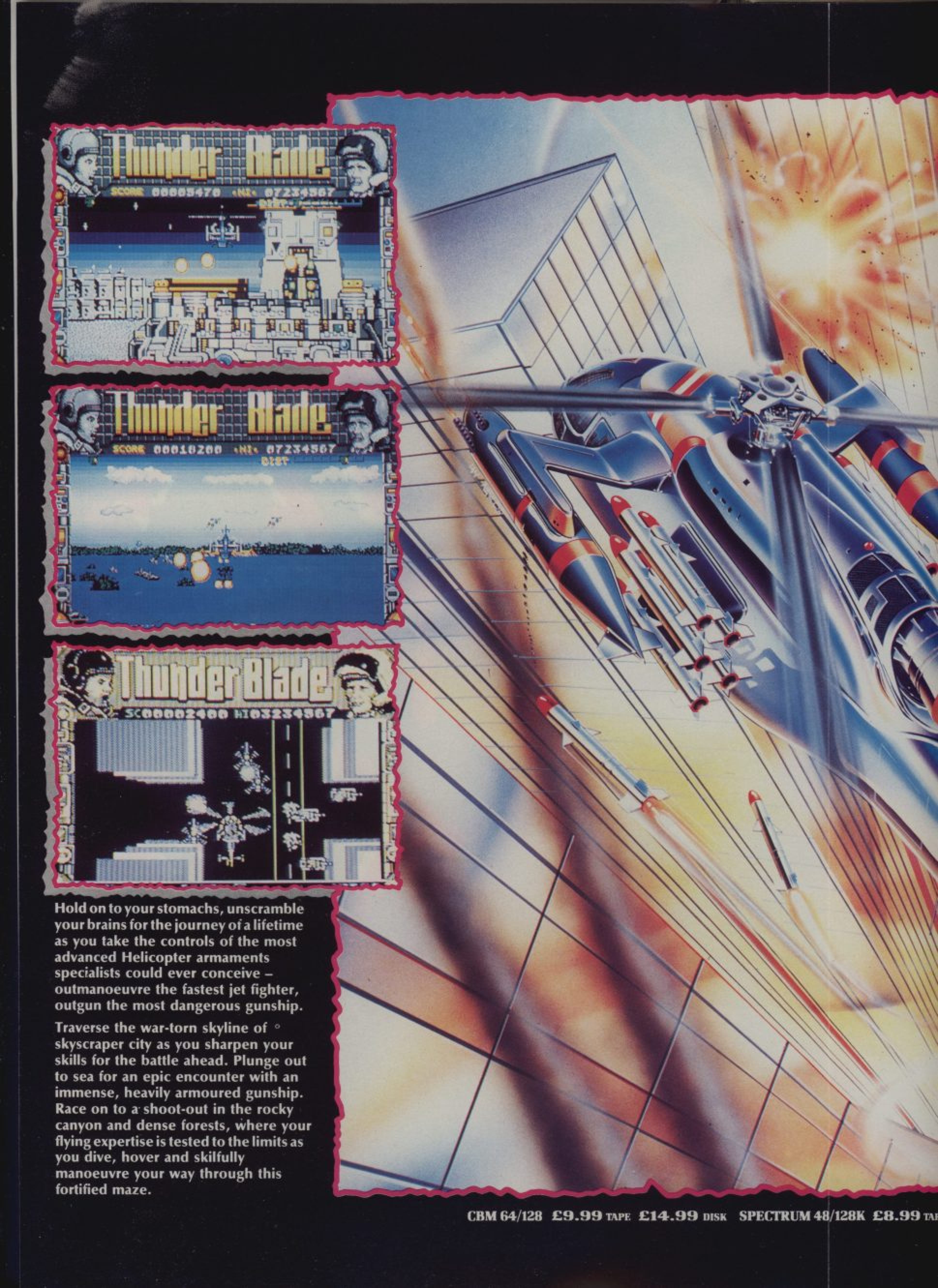
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*"Sheer arcade brilliance.... captured"*

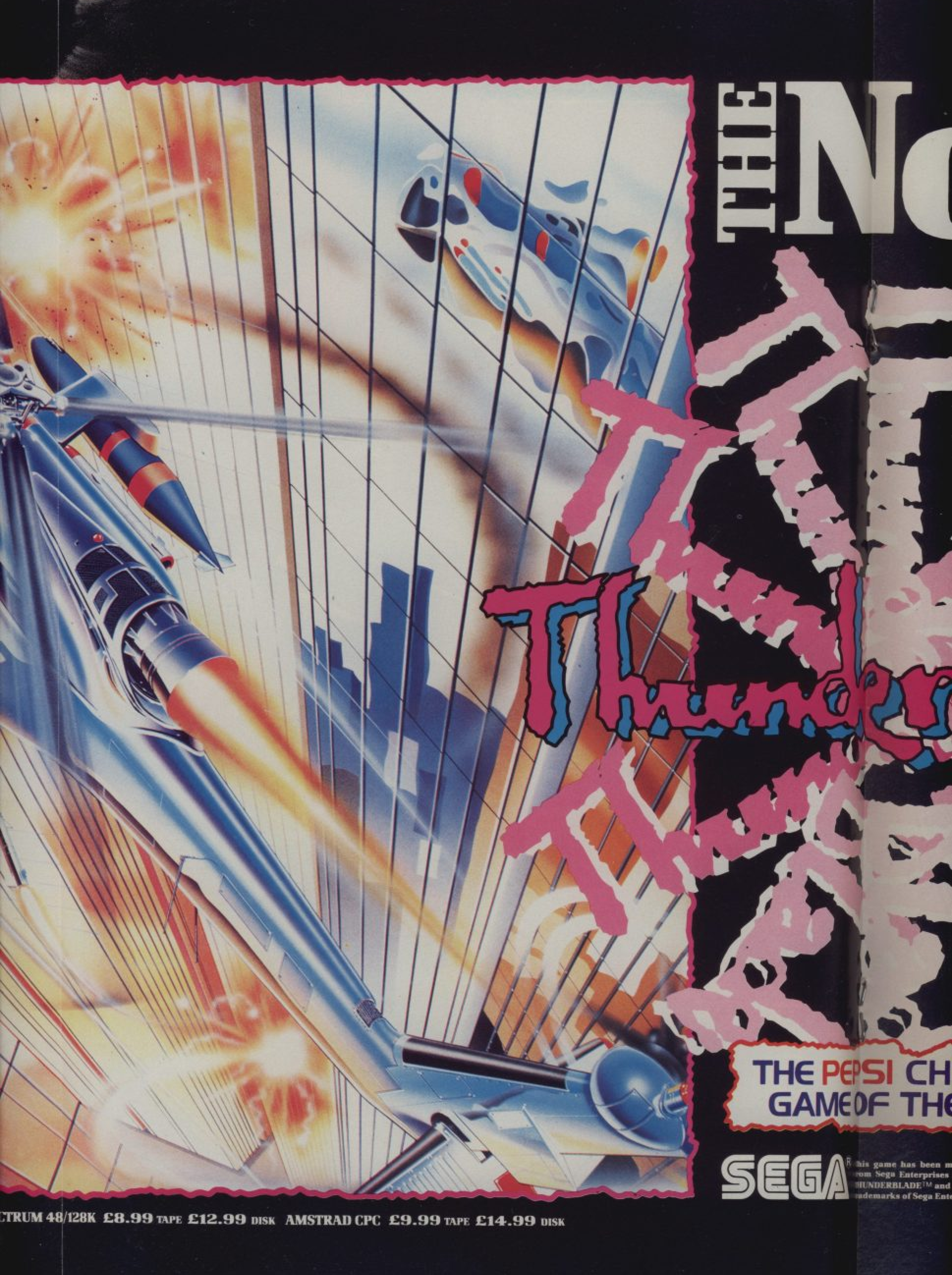




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Screen shots taken from various formats

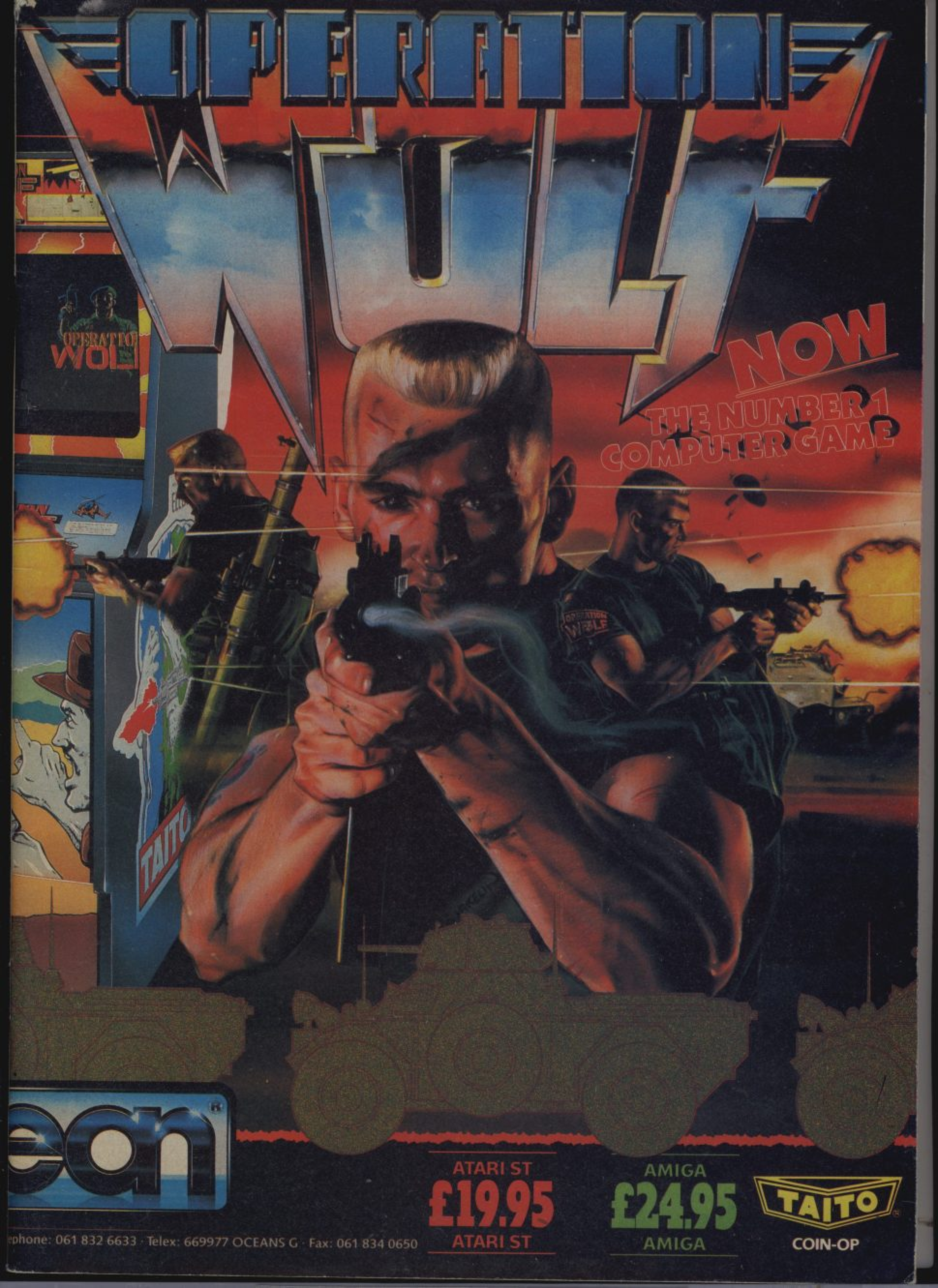
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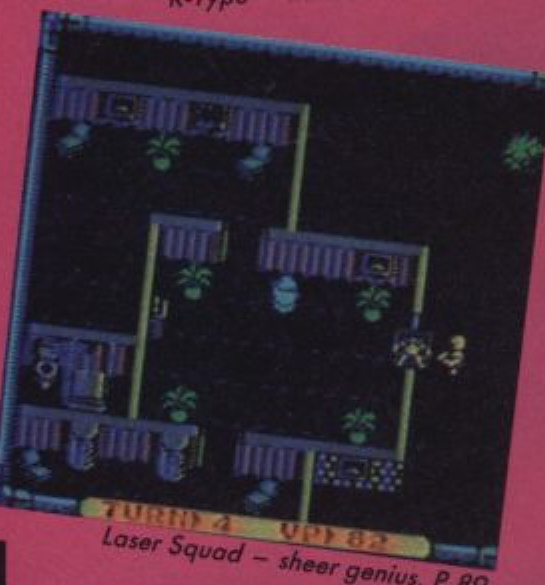
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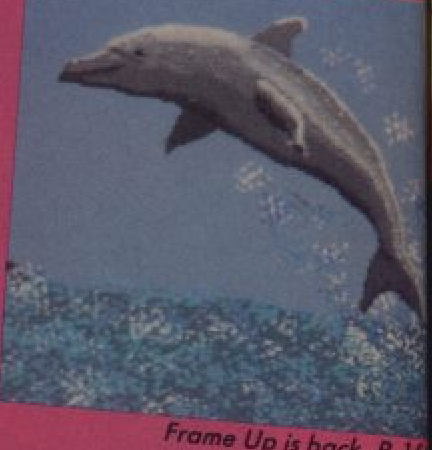


Laser Squad — sheer genius. P.89.


Armalyte — the maps. P.128.



Afterburner — C+V[G] scoope review. P.5[2]


Frame Up is back. P.15[6]

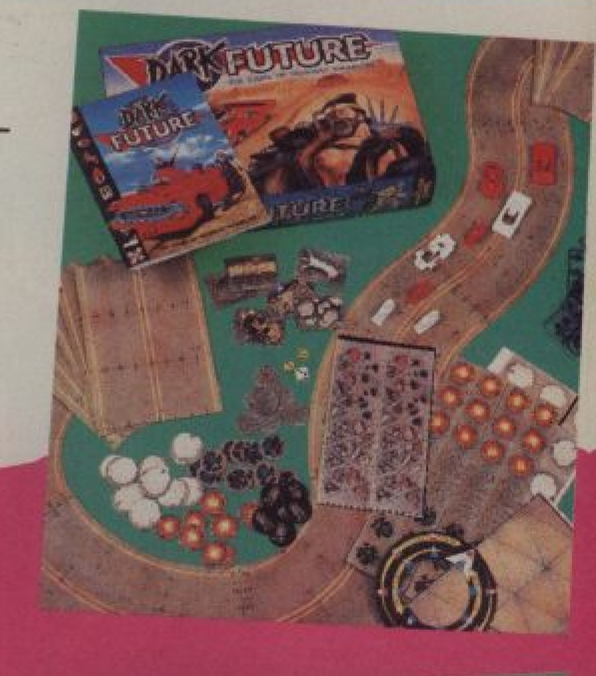

Speccy Op Wolf? Wrong — Sega Ram[bo] P.163.

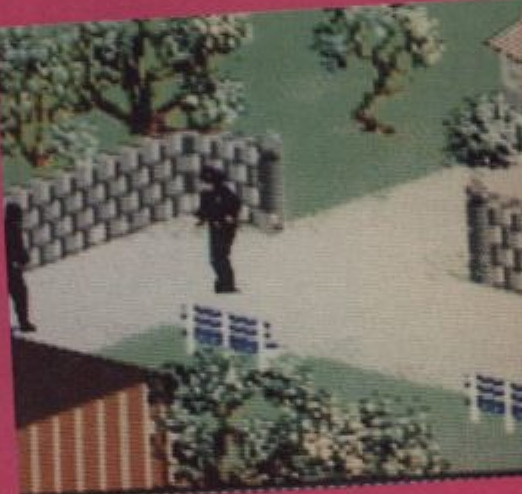

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+VG
P.52

.156



*Operation Wolf — Atari ST exclusive review. P.20.*



*Rambo III.*





*Naughty Larry is back in AGM. P.106.*


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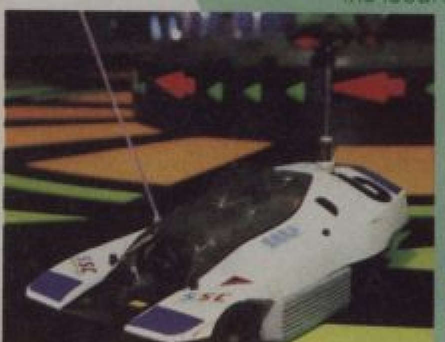

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## Hyper Drive

As far as crazy arcade game ideas are concerned, there's no one to touch the Japanese. As if any more proof were needed, we saw this whacky remote control cars set-up on a recent trip to Tokyo. A bank of converted Outrun sit-down machines contain the pilots of the six racing cars, each of whom sees the course via a video camera mounted in the snoot of his car. The course is pretty complicated and the effect is apparently "brilliant", though don't hold your breath for them to appear down the local sea front.





## Twisting Circuits

The barrage of car racing games continues apace, with two newies from Mandarin and Accolade taking their places firmly in the realistic simulations camp, as opposed to the Roadblasters school of fantasy. Grand Prix Circuit is a Formula One sim for the PC (shown, £24.95) and the C64 (£9.95/14.95) from Accolade. Racing around such famous courses as Detroit and Monaco, you compete against nine other drivers in a choice of McLaren, Williams or Ferrari cars. There are five levels of difficulty, pit stops to slow you down and the de rigueur opponents seen edging up in the wing mirrors.

Mandarin software have taken a slightly more unusual route and created a rally game based around the Lombard/RAC rally. Here you sit behind the wheel of a Ford Sierra RS Cosworth as you plough through four different stages, including through a wood and night driving. With help from Ford and the RAC the game is promised to be a faithful rendition of the hairpin bends and dangerous surfaces of rally driving. Released initially on ST and Amiga (£24.95) budding drivers on other systems should be able to join the fun in the new year.

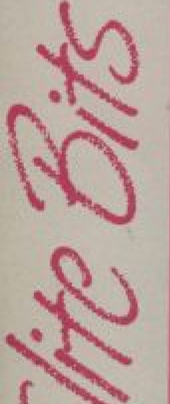




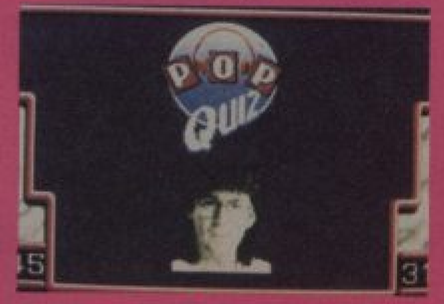
## Terror Baal

**Psygnosis have one of their strongest ever 16 bit releases available for ST and Amiga (£19.95) around the time you read this. BAAL is a multi-level scrolling platform shoot 'em up with some stunning screens. You guide "Time Warriors" though a series of tunnels and platforms in an attempt to destroy the many scattered components of an alien death machine. One to watch out for Christmas, and while it looks as visually excellent as their very similar "Obliterator", we hope that it plays a bit more smoothly.**

## Elite Bits



**Elite have Space Harrier 2 on ST (£19.95) and Amiga (£24.95) available in November amongst other major new releases. Mike Reid's Pop Quiz should also be out at about the same time to join the other trivia quizes competing for the Christmas sales.**







**The 8 bit Rastan look-a-like Storm Warrior is also due this year, at standard prices for Amstrad, Spec and 64, but the latest competitor in the racing wars, Supertrux, will wait until January. At £9.99 for 8 bit, hurling those four tonne monsters round a track might be fun.**






## Motorway Madness

Gremlin's Motor Massacre is an all-systems post-apocalyptic racing game to join all the other post-apocalyptic racing games. Lots of thrills, spills and destruction are promised, as well as an unusual top view of the action (available November).

## Pun of the month

*Pun of the month must this time go to Elektra Software for the title of their new – if unfinished – adventure, "Let Sleeping Gods Lie". This is an unfinished early screenshot, but the whole thing looks most biz arre.*



## Mr Joystick Radio Comp

One of the things many of you may be finding your stockings this Christmas – it's not so far away, you know! – is a new joystick. The Mister Joystick range from Powerplay have a number available, from the Blue, Black (£9.99) and clear (£12.99 with autofire) Cruiser range, to the new, more upmarket Crystal model. These are all truly clear – as opposed to being merely opaque like most "clear" sticks – with red handle and particularly snazzy innards. The standard model comes at £14.99 with the fast auto-fire equipped Turbo model coming in at £16.99. To celebrate, we have a Christmas present even better than a joystick to give away: the Sony Sound Bag. This is a portable, high quality radio cassette encased in a soft, squidgy bag for style and user-friendliness. To win it, we'd ask you to come up with a new name for a whizzo top of the range joystick that you reckon everyone would rush out to buy. Give some technical details of it too if you want: even draw a picture. We'll chose the one we like the look of best, and should we manage to resist taking the prize home ourselves, someone will get an extra Xmas pressie.





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## Mail Call

**There can be few characters in popular culture who haven't been computer gamerised at some point or other. And there could scarcely be such a popular hero, nay icon, as the bubbling and effervescent Postman Pat. Therefore: Pat should become a computer game. Now the unthinkable has come true. Top budget label Alternative have bought their first ever license for a character, and intend to have an 8 bit hit in the shops for Christmas. Quite how you can make a game out of the thrilling adventures of a postie – Paperboy notwithstanding – we await with interest, but we look forward to the appearance of the black and white cat.**




# Avez Vous un Beat'em Up, Silver Plate?

**3rd Festival de la Micro: The trials and tribulations of a Yorkshireman in Paris.**

**Show report by Matt à Paris**

For the seasoned British PC Show goer, the first impression of the Paris Festival would be of something small and sober. The largest stands were little bigger than your average living room, there was only one free play coin-op around (Operation Wolf) and the show bimbos were conspicuous by their absence.
Only Titus bothered having a big set piece on their stand (a Ferrari) and worst of all, there was no bar.

The Titus stand had Crazy Cars 2, which looked about 150% better than its predecessor. You drive an ultra-rare, ultra-expensive and ultra-ultra quick Ferrari F40 across four American states, steering clear of police and other road users with user of your radar detector. It should be available for Amiga/ST/PC/Amstrad in November and Spec/64 next year.




Over at the Infogrames/Cobra Soft they were showing an impressive adventure called Murder in Venice which was hard to fathom (being in French) but which featured a very impressive backdrop of the Grand Canal.

They also had Tintin on the Moon, unfinished but based on the famous comic book character, and an undersea thing with sharks, submarines and skindivers called Bob Morne's Oceans or some such.

Over at Microids a four-wheel motorbike racing game called Iron Trackers was being given the big push; you race your quad across a hostile island while the natives try to do for you, as does your competitor. Out now in France, though we'll have to wait until the new year. In fact, the game was described by one person as using much of the code as the Eddie Edwards Superski thing, but with bikes replacing skiers.

An almost finished police car driving game named Highway Patrol also shared the stand, along with a 3D flying game called Eagle Rider. This was unusual in that you stay in a fixed spot and the space ship you control flies away and towards you, over your head like a remote control plane. Loriciels





shared this stand, though in a very low key way and with no product to push.

Coktel Vision had a number of new German games which they handle the distribution for on show, but their main effort was with an adventure game called Freedom based on the escape of slaves from a Carribean plantation.

This had some nice graphics and a Barbarian style fight scene, but perhaps overshadowed by another adventure based on Jules Verne's 2000 Leagues Under the Sea. As told by the captured sailor Ned, it tells of the escape from Nemo's Nautilus, fights with sharks etc. In the section of the show taken over completely by Atari there was a fairly large education section which – before you stop reading completely – had some nice looking 16 bit programmes for five year olds. The graphics of bunnies and so on were as good as you get in most "proper" games. In fact, there were a




number of products aimed at the younger player, Coktel's short but sweet Peter Pan being one we can expect to see over here soon enough. "Yipee!" says a rather bland Peter in sampled tones, as he competes in a series of very simple Pacman style mazes and so on. One of these sub games involves picking flowers. I mean, really!

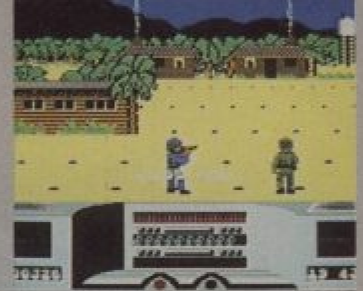
Outside the halls themselves there was apparently some confusion going on on the first day. Since the whole complex was underground, marked only by a sign which appeared to be pointing to nothing more than a full size replica of Stonehenge, some people were in confusion as to where to go. In fact, the escalators down were hidden between the arches, but an enterprising computer shop near the tube station exit had diverted many into their store by plastering the windows with massive "Welcome to the show" signs. Clever move, non?

This might have been the last festival de la Micro in its present form – many expressed hopes that Amstrad would allow it to merge with their own next year giving Paris one big show – which would be good news all round. The French software industry is certainly quite lively and interesting these days – particularly for adventure fans – and deserves something bigger.

# Fax

## Take a Butchers at This

Jungle warfare: it's just the ticket these days, isn't it? Looking not too dissimilar to the game that has just graced almost ever magazine cover under the sun — though to be fair it is no clone — is Gremlin's Butcher Hill. Through three sections — a rubber dingy ride down a river, on foot through a jungle and a village — you make your way through Vietnam to "Butcher Hill". It's a shoot 'em up for Spec, Amstrad, 64, ST and Amiga in January.



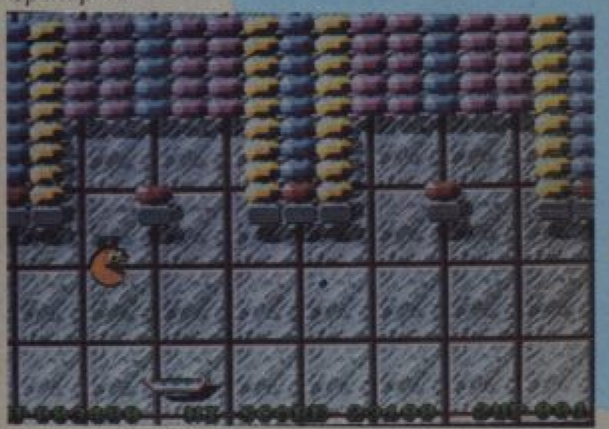
## Axxiom Stations

German Software house Axxiom are starting to be distributed in the UK, and intend to be one of the bigger names in the 16 bit arena by the end of next year, or so. Their first three releases are all to be available before Christmas on the Amiga, though later ST versions will be available. Way of the Little Dragon, which they see as being potentially the first hit, is a karate game to be played against either the machine or another player. Graphics are rather nice, though gameplay is less than original; an accusation that could be quite easily levelled against the other games as well. Crystal Hammer is a Breakout/Arkanoid clone, while Powerstyx bears a remarkable similarity to old fave Qix; you must build up a picture by sectioning off portions of the screen with your cursor, while avoiding the hostile skulls and so on whose touch means death. Later releases include Gunshoot, a cowboy game; a 3D helicopter sim called Skyblaster; and Spaceport, where you pilot a helicopter through underground caverns. All games will be £14.95 which makes for very good value. Watch C+VG for the first reviews.



*Way of the Little Dragon.*

*Spaceport.*



*Crystal Hammer.*




*Gunshoot.*

## Charts

**SPECTRUM TOP TEN**

| | |
|---|---|
| 1 | Bomb Jack – Encore |
| 2 | Joe Blade 2 – Players |
| 3 | D. T'sons Olym Chall – Ocean |
| 4 | Track Suit Manager – Goliath |
| 5 | Gauntlet – Kixx |
| 6 | Typhoon – Ocean |
| 7 | 1943 – US Gold |
| 8 | Football Manager 2 – Addictive |
| 9 | Battleships – Encore |
| 10 | Eur. Five-a-side – Firebird |

Typhoon, a new entry, does well and can be expected to do better in the coming months. More full price games in the chart than there have been for months as the budget houses slip and the market braces itself for Christmas.

**AMIGA TOP FIVE**

| | |
|---|---|
| 1 | Star Glider – Rainbird |
| 2 | D. T'son's Olym Chall – Ocean |
| 3 | Interceptor – Electronic arts |
| 4 | Carrier Command – Rainbird |
| 5 | Garfield – the Edge |

Daley and Garfield are new entries, while the rest of the chart stays EXACTLY the same as last time. i.e. Star Glider 2 stays right at the top.

**ALL FORMATS COMBINED TOP TEN**

| | |
|---|---|
| 1 | D. T'son's Olym Chall – Ocean |
| 2 | Joe Blade 2 – Players |
| 3 | Bomb Jack – Encore |
| 4 | Ghostbusters – Mastertronic |
| 5 | Kik Start 2 – Mastertronic |
| 6 | Track Suit Manager – Goliath |
| 7 | Football Manager 2 – Addictive |
| 8 | Yogi Bear – Alternative |
| 9 | 1943 – US Gold |
| 10 | Soccer Boss – Alternative |

Daley Thompson may not have managed it at the Olympics, but he finally makes number one in the software charts, while new entry 1943 puts in sterling service for US Gold. Best selling individual version, however, is the C64 version of Barbarian 2.



# Fax

## Software Circus



This is the opening of a shop called Software Circus deep in the heart of London. It is unique in that – it's claimed – it is Britain's first store selling computer software only. The Oxford Street shop has both business and games programs on sale, and aims to be the first of a national chain of about 50. Already there are plans for a second in London, with more to come.

It might be an idea to pop into the Plaza centre and check it out if you're ever in the area – boss man Steven Markham seems pretty confident they'll soon be the *Forbidden Planet* of computer games.

## Storm Warning

Go!'s deal with arcade mega-company Capcom bears first fruit with the (almost) simultaneous release of new game *L.E.D. Storm* on both home computer and arcade. The game, which only recently arrived in European arcades, will be launched in December on all major formats.

It is yet another tale of road racing over empty, post-nuclear wasteland in the tradition of *Road Blasters* and *Overlander*, though graphically it looks possibly better than either. Nine levels of varied terrain, dotted with ramps, broken bridges and other hazards beckon for Spectrum (£8.99/12.99), Amstrad and C64 (£9.99/14.99), ST (£19.99) and Amiga (£24.99).





## German

**German correspondent Carsten Borgmeier is at it again, with all the new product coming out of Magic Bytes, Rainbow Arts and more . . .**

Softgold, who handle the international marketing or products from many German software houses, including Rainbow Arts and Reline, is currently touting a whole range of new stuff on the German market. Games we can expect to see in the near(ish) future include *Graffiti Man*, in which you must prove yourself by spraying walls in eight different locations – in the face of opposition from police, grannies and other such upstanding citizens. Anti-social or what?!

*Down at the Trolls* comes under the less controversial category of fantasy adventure, allowing up to eight players to fight through a labyrinth of tunnels.

*Oxxonian* is a four way scrolling thingie where you must run around beaming hostile creatures back to their home planet, while *Danger Freak* features three long levels of stuntman sim, including motorcycle stunts, hanging from helicopters and other such foolhardy stuff.

Also available now in Germany are an adventure game centered on the story of *Joan of Arc*, and *Starball*, which looks like a cross between a Breakout clone and those tennis games which were among the first ever video games.

Towards the end of February these will be joined by *Grand Monster Slam*, a dueling game in which trolls, goblins and dwarfs compete by hurling "living balls" at each other. *Circus, Circus*, based around various big top acts, is out at the same time too. Most of these games are on 64, ST and Amiga, with some also on Amstrad and IBM.

Meanwhile, in the Magic Bytes camp, the end of the year will see a bizarre thing called *The Paranoia Complex* which works like the computerised city equivalent of *Gauntlet*. You and your faithful robot must serve the giant computer by killing those citizens powerful enough to be a danger to it and so rise the social ladder yourself, be careful though – once you start to do your job well, the computer may decide you are efficient enough to be a danger! *Mini Golf* is self explanatory, while *Wall Street* – an attempt at a stock market sim, promises not be as

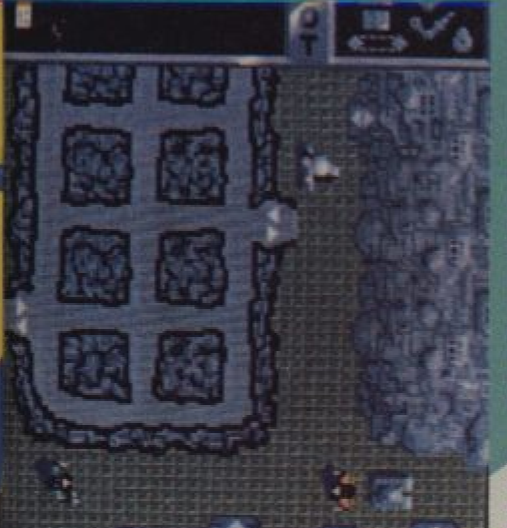
▲ The Paranoid complex.

USS John Young. ▼

▼ Danger Freak.



# Bytes (II)

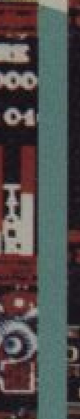


programmers for the North Sea Inferno game mentioned in the October is now to be called – you guessed it – *Persian Gulf Inferno!* Biggest news of change though comes direct from the mouth of one Marc Alexander Ullrich, M.D of Rainbow Arts. "After some trouble with Nintendo and Mediagenic because of the Mario Brothers clone Giana Sisters II and the R-Type clone Katakis, Rainbow Arts first hesitated to bring it (sic) on the market. But now they decided to change some sprites and bring it out under new names. Katakis will be called *Denaris* will be out very soon on Amiga and C64 in France and the UK.

*Giana Sisters* gets another name which is not sure yet. This brilliant clone will be out the beginning of next year."

At least he admits they're straight clones, but *Denaris* still looks, at the very least, uncomfortably close to its inspiration, and whether name changes are enough to stop new action being taken remains to be seen.

And that's the news from Germany, just between us!



▼ Down at the Trolls.

▼ Oxxonian.

baffling as the real thing.

Best of the bunch looks to be *USS John Young*, a solid vector graphics game for C64 and 16 bit machines, based not on flight of any sort – but on modern naval warfare. You must play the captain of a US destroyer in the Persian Gulf of the near future, battling Iranians, Soviets and all sorts. In fact the Persian Gulf seems to be a

# Video Star

You see here the best Christmas present for '88 that will not be.

The Sony Video Walkman will be available some time in the new year, at a price about the same as a good non-portable VCR (a few hundred pounds).

Using an 8mm video cassette the GV-8 has a three inch LCD screen with 92,160 resolution and offers up to three hours play at a shot. Using dry cell batteries it can be watched on the bus or tube or wherever, though we wouldn't recommend the car battery power source option for true portability.

It can record both from TV and through a portable video camera, though what quality will be like we don't know. All in all, it makes you almost look forward to '89, and could soon be seen on every bus, train and park bench in the land.

# Chewits Eat-Until-You're-Ill Compo



To tie in ever so neatly with Gremlin's release of the Chewit's "Muncher" game (see JR's thumbs up review this issue) we have an extra neato munching compo. Ten C+VG readers can get a year's supply of our fave fruity sweets (i.e. 365 packets) simply by writing in to tell us what flavour that they don't already make you'd like to see cluttering up the local newsagent's shelves, and a big box of the things could be yours. Now why not check out the review on page thirty eight?

Name..........................................

Address..........................................

New Chewits flavour and why..........................................




## Sticky Decision

This here is a Spectrum look at Dark Fusion, a new 8 bit shoot 'em up from Gremlin. Fight nasty aliens and all that stuff, but you'll also find you have to fuse your own lifeform with that of your failed foes (ick!) to survive. Big monsters at the end of levels and all that jazz no doubt, out early December.



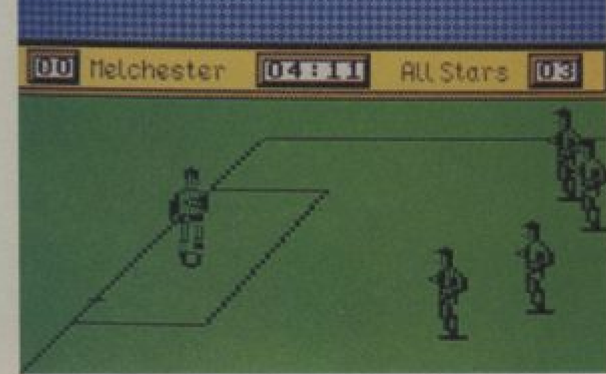
## Come Play With Me...?

Forget Robo-cop. Forget The Running Man and Die Hard: this is the film license they'll all be talking about. Not on show in Paris, but due from Cocktel Vision before Christmas, is Emmanuelle – a computer game based on the famous soft-core porn flick! Apart from the fact that it is an adventure based closely on the plot of the original film – whatever that was – details are vague at the moment. More news as and when . . .



## Roy's a Boy Toy

Footie games continue to come out of the woodwork at a quite alarming rate – just check out




Chubby Dillon's round up on page 98 – and not least of these is Gremlin's Roy of the Rovers. This is a Spectrum look at a game that will have been released just before this mag goes on sale – check out the full review soon. Roy's fictious team Melchester wear red and yellow vests, we believe, which doesn't seeem to have some over too well on the Speccy!

## Hellbent

Keen not to get lost in the Christmas rush – "hellbent" you might say – is this new 16 bit release from Novagen. A scrolling shoot 'em up for ST and Amiga, Hellbent is the company's third 16 bit release, and the first done by someone other than company boss Paul Woakes – in this case a young chappie with the unlikely name of "Donovan Prince".






# Charts

AMSTRAD TOP TEN

| | |
|---|---|
| 1 | Daley T'son Olym Chall – Ocean |
| 2 | Adv. Pinball Sim – Code Masters |
| 3 | Kik Start 2 – Mastertronic |
| 4 | Joe Blade 2 – players |
| 5 | Bomb Jack – Encore |
| 6 | Air Wolf – Encore |
| 7 | Ace of Aces – Kixx |
| 8 | Glider Rider – Bug Byte |
| 9 | Ghostbusters – Mastertronic |
| 10 | Game Over 2 – Dinamic |

Advanced Pinball, Glider Rider and Game Over 2 are all new entries. Sales are low, but expected to rise sharply as the strong Christmas product gets a hold.

C64 TOP TEN

| | |
|---|---|
| 1 | Barbarian 2 – Palace |
| 2 | Daley Thomp Oly Chall – Ocean |
| 3 | 1943 – US Gold |
| 4 | Track Suit Manager – Goliath |
| 5 | Football Manager 2 – Addictive |
| 6 | Bomb Jack – Encore |
| 7 | Gold, Silver and Bronze – US Gold |
| 8 | Supreme Challenge – Beau Jolly |
| 9 | Pro Ski Simulator – Code Masters |
| 10 | Joe Blade 2 – Players |

Compilations like Supreme Challenge and Gold, Silver . . . do well while the top two remain the same. Only three budget games in the ten: Bomb Jack, Pro Ski and Joe B.

ATARI ST TOP FIVE

| | |
|---|---|
| 1 | Star Glider 2 – Rainbird |
| 2 | STOS Game Creator – Mandarin |
| 3 | Virus – Firebird |
| 4 | Where Time Stood Still – Ocean |
| 5 | Dungeon Master – Mirrorsoft |

Night Raider and Lancelot are both new entries at 7 and 8 while Strip Poker and Dungeon Master reenter and Star Glider 2 begins to slide, while retaining the top spot.



# STAND OUT FROM THE CROWD

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In terms of the consistent quality of the game across a variety of machines it definitely is the best ever.

What I particularly like about the orginal game design is the way it simulates the strategic – as well as the blood and guts of the battle. The six levels are: The communications set-up, the jungle, the village, the powder magazine, the concentration camp, and the airport.

Each level sets you a specific task which helps a little towards your goal of freeing the hostages.

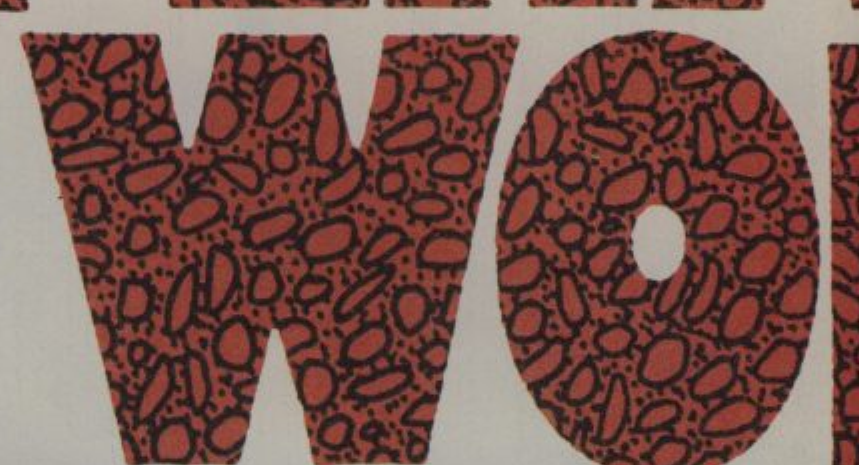
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► **MACHINES: ATARI ST, AMIGA, C64, SPECTRUM, AMSTRAD.**
► **SUPPLIER: OCEAN.**
► **PRICES: £8.90 SPECTRUM, £9.95 C64, AND PLUS 3 DISKS £14.95, ST £19.95, AMIGA £24.95.**
► **REVIEWER: EUGENE LACEY.**

*Operation Wolf* – or 'Op-Wolf' as most addicts call it – is definitely the coin-op of the year. OK, I know, you are pig sick of that phrase "coin-op of the year". I know all the ads claim that their coin-op conversion is the one that all the punters are pumping their dosh into. Well, there is nothing I can do about all this hype – all I can tell you is that the official arcade industry charts prove that Op-Wolf is the real number one. And if that isn't conclusive enough for you, the game is also the one that the C+VG team have put more '10ps' into than anything else this year.

There is no missing the game in your local arcade. It's the one with the Uzi machine gun mounted on the front of its vast, bulky cabinet. Chances are it is also the game with a cluster of gamers huddled around it.

When you have your first go you can easily get the impression that all the game amounts to is a case of swivelling that Uzi on its base and spraying the enemy with machine gun fire – attacking anything that moves.

Nothing could be further from the truth. Although you are armed to the teeth – with stacks of bullets and grenades – you have to make every bullet count if you are to succeed in your




▲ *Gunboats blast you in the jungle level.*




▲ *Armoured cars patrol the concentration camp.*

Chubby Dillon's round up on page 98 – and not least of these is Gremlin's Roy of the Rovers. This is a Spectrum look at a game that will have been released just before this mag goes on sale – check out the full review soon. Roy's fictious team Melchester wear red and yellow vests, we believe, which doesn't seeem to have some over too well on the Speccy!




*...th his pistol.*




that had been achieved previously in military shoot-ems up like *Green Beret* and *Combat School.*

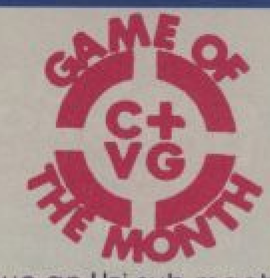
The use of the Uzi led many people to believe that its absence in the home versions would make the game unconvertible. Mike Pattenden, for example, writing in the December '87 edition of CU said "Why do they bother? Are they going to issue an Uzi sub-machine gun with every copy".

Ocean's programmers came up with a far cheaper solution. They simply replaced the gun with a floating on-screen cross hair. Controlled by joystick or mouse, you simply move the cross-hair to the target and press fire. OK – so its not quite as good as handling, and feeling the weight of the Uzi pressing against your shoulder blade – but from just about every other angle this game has to be ranked as one of the best conversions ever.

In terms of the consistent quality of the game across a variety of machines it definitely is the best ever.

What I particularly like about the orginal game design is the way it simulates the strategic – as well as the blood and guts of the battle. The six levels are: The communications set-up, the jungle, the village, the powder magazine, the concentration camp, and the airport.

Each level sets you a specific task which helps a little towards your goal of freeing the hostages.




**Level 1** is set in the Communications compound where your aim is to cut the enemy off and stop them from calling up more reinforcements.

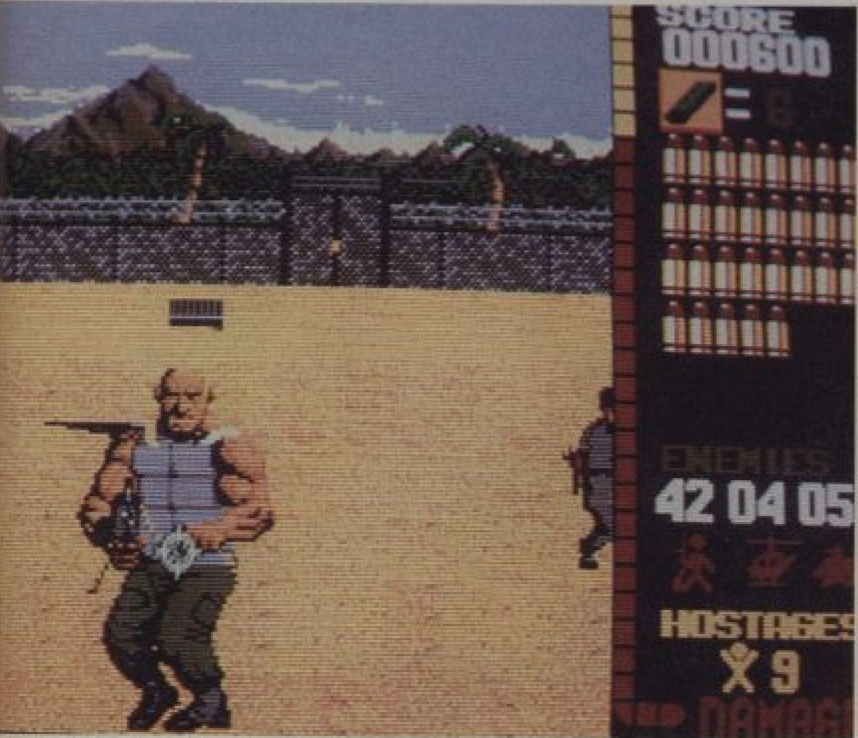
The enemy constantly fire at you, lobbing grenades, throwing knives, and – should you let them hover – straffing you from helicopter gunships.

Each hit weakens you and makes your Damage Barometer tick downwards. If it reaches zero it's curtains, and a grim sounding voice will inform that "Sorry you are finished here" (only on ST and Amiga versions).

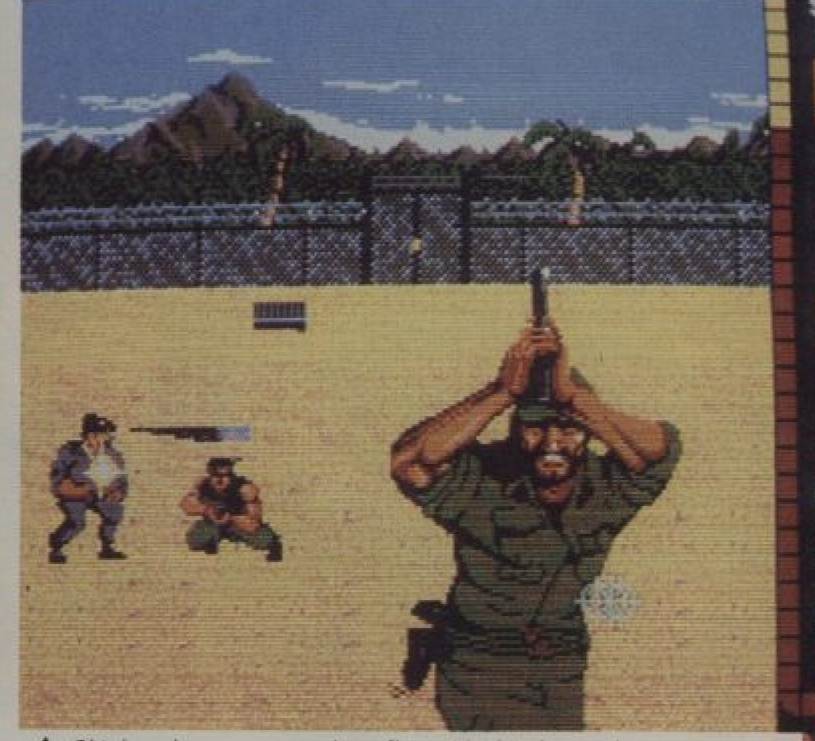
The aim of the game is to avoid sustain hits by shooting the grenades out before they hit you and eliminating the soldiers before they take aim.

Get through this and you find yourself in the jungle of **Level 2** where your mission is to extract information from the enemy about the concentration camp.

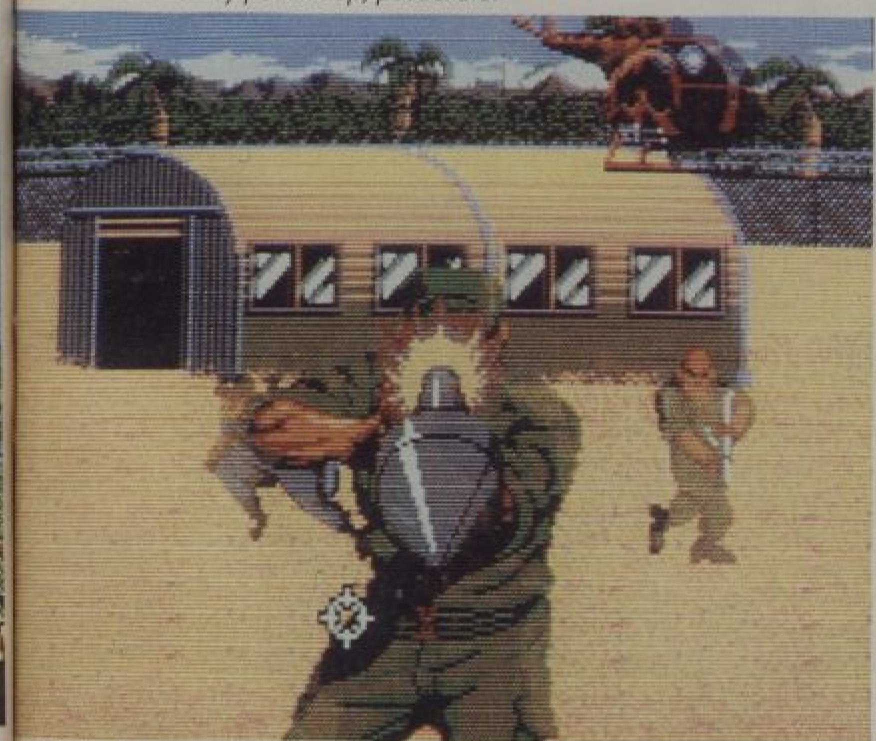
**Level 3** is not for pacifists. You are ordered to go into the village and kill all the enemies whilst at the same time to "take a rest" I should point out the amidst all this glorification of war Op Wolf does have some semblance of conscience – there are hostages civilians fleeing from the mayhem – and nurses trotting across the battlefield carrying the wounded on their




▲ *Into the action by paratroop, parachute.*




▲ *Skinhead mercenary lets fly with his bazooka.*



▲ *Blasts that torpedo before it blasts you.*

# FIVE FIST-FULLS OF



## ROY OF THE ROVERS

NEWSFLASH! Four of the Melchester Rovers five-a- side football team have been kidnapped... hours before a crucial fund-raising game to save their ground from grasping property developers. Time is running out and player-manager Roy Race MUST rescue his team-mates, dodging danger, escaping ambushes and boobytraps in order to play the most important game of his career!

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## SUPERSPORTS

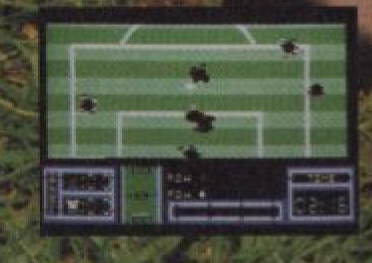
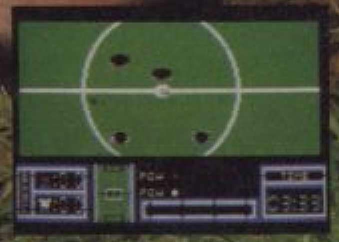
As varied and as bizarre a collection of unique sporting events as you are ever likely to find. Have you got a good enough eye to be a 'crack shot'; the nerve to attempt the 'devil dive'; the strength to 'smash slates'; the accuracy to shoot the 'cross bow'; and finally (and unbelievably!) triumph over an 'underwater assault course'. Up to four players can compete in this outrageous challenge!










Screen shots from various formats.

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# OPERA WO

stretchers. Should your bullets accidentally hit any of these you are punished by losing energy.

**Level 4** is set in the enemy's ammunition dumps – your taks is to " take the ammunition by force".

If you survive this far you get your first chance to rescue some of the hostages. **Level 5** has five hostages incarcerated in the concentration camp. Your orders are to "help them".

You have to a pretty good Op Wolf player to get to the **Level 6.** Set in the airport – this is where the remainder of the hostages are being held. Your orders are to rescue the hostages in the airplane and get away.

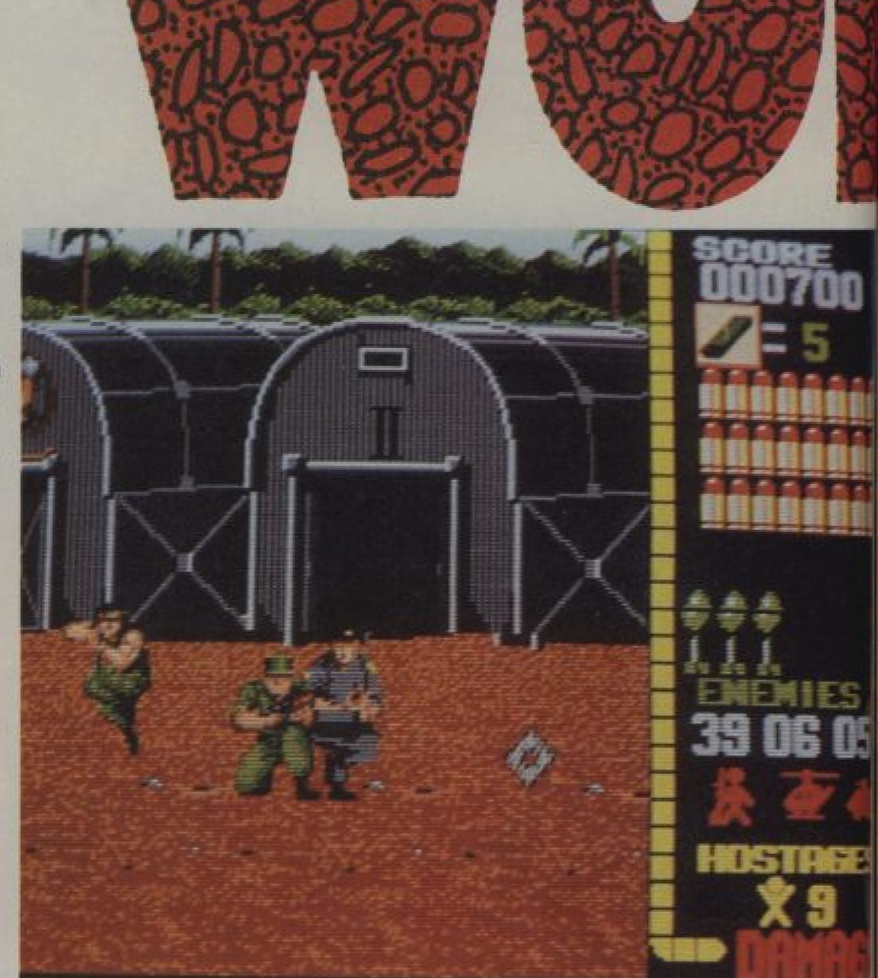
The gameplay of the various levels is essentialy the same. The battle field scrolls slowly from left to right – your cross hair gun site panning across with it. The enemy rush on from both sides – in three set planes. There are soldiers in the foreground that practically fill the screen when they dash on middle sized ones in the mid ground, and dozens of troopers that dash across the screen in twos and threes in the far distance.

Depending on what level you are on the tanks, lorries, motorcyclists, choppers, or gun boats (in the jungle level) usually arrive in the foreground.

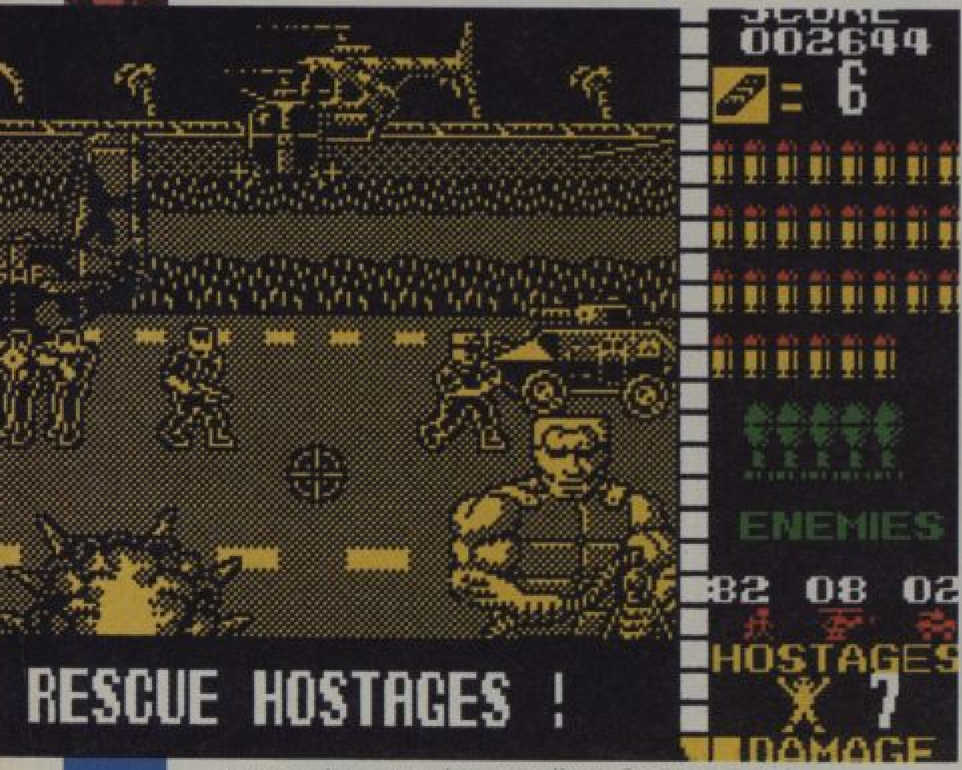
The game is at its best when you take out the enemy vehicles. You can knock them out with persistent Uzi fire but the most effective method is to use the grenade launcher. You can even take out two vehicles with one massive boom.

The lorries rip apart when the grenade hits them and go up in a ball of flame and grey smoke. Trouble is you have to be careful not to waste your grenades as you only have five of them at the beginning of each level. (Which is why a certain, nameless C+VG reviewer's policy of blasting the nurses with grenades as soon as they appeared is not particularly recommended).

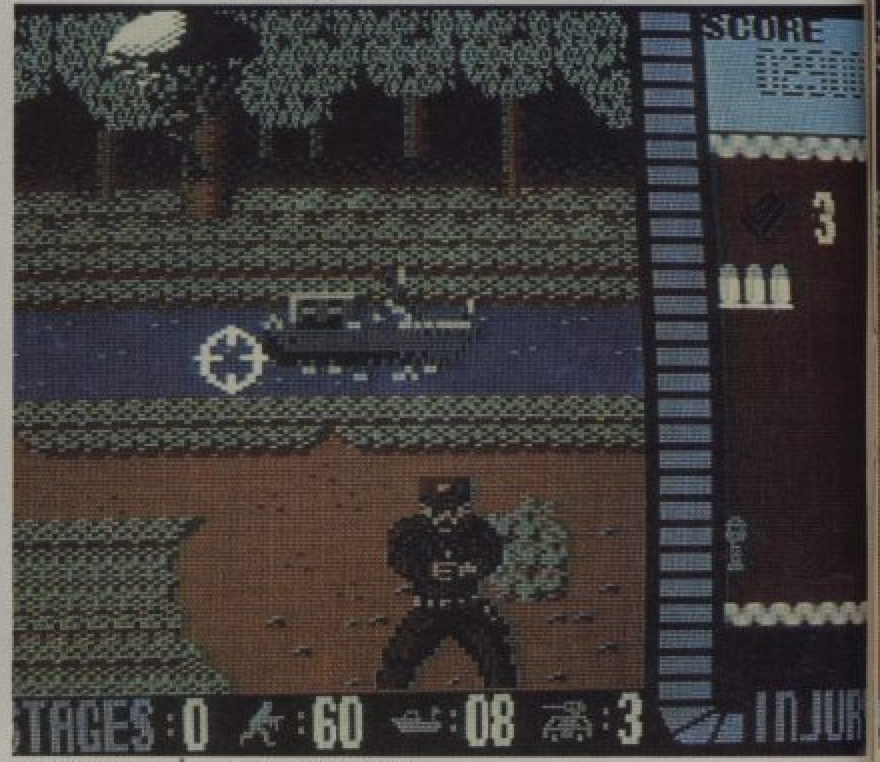
Special mention has to be made of the quality of the graphics on the ST and Amiga versions – the armoured cars, choppers, and gun boats are




▲ St chopper . . . coin-op . . . chopper . . . now thats a co rsi




▲ Monochromatic but excellent Speccy version.




▲ C64 version – smooth 'n' pretty.







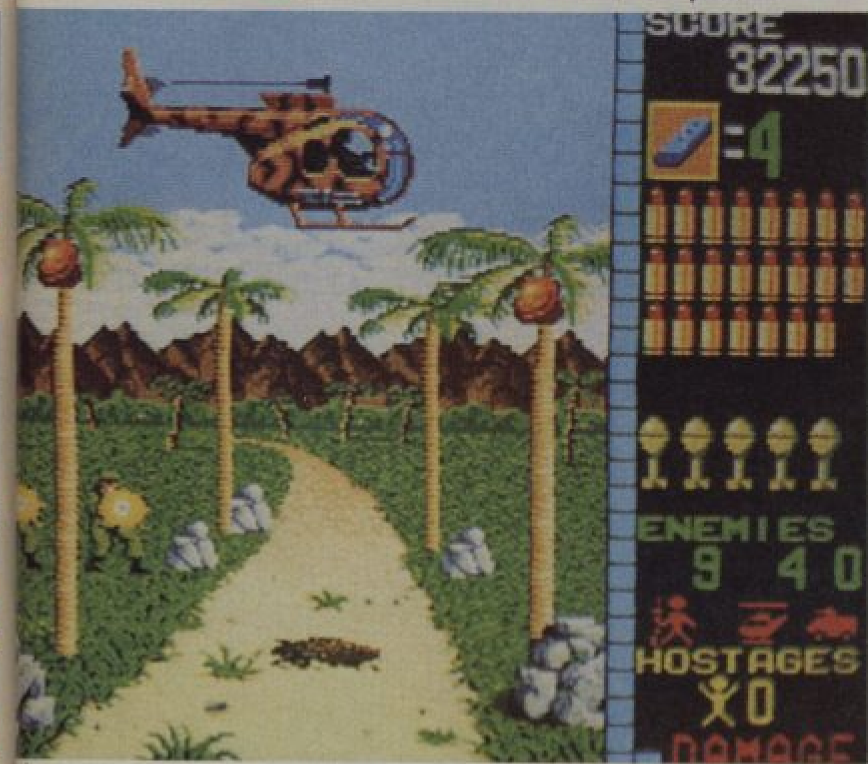
identical to their counterparts in the coin-op.

I suppose a certain degree of near-coin-op graphics is now taken for granted in ST and Amiga conversions – but what pleased me particularly on the ST version is the little details of game play that have not been forgotten. The tricks that you discover after you have played Op–Wolf a good few times, like shooting the birds, and the pig that scampers on to pick up more ammo. It is this kind of attention to detail that makes for a good coin-op conversion irrespective of the graphical capabilities of the computer you are playing the game on.

The software tycoons are having right battle royal this Christmas. Bets are being placed, claims are being made as to who will be number one. It reminds me of the famous Bill Shankly quote about football being much more important than, life, or death, or something like that. To you *Op Wolf*, *Afterburner*, and *Thunderblade* may just be games. To the tycoons they are company profits, reputations, image and a whole host of other things. C+VG doesn't take sides in these matters. We just review the games. So what is our advice should you only be buying one coin-op conversion this Christmas? Buy Op – Wolf – it's a brilliant conversion and you will get a lot of fun out of it.

## UPDATE . . .

**Op Wolf will be out on all formats by the end of November. The PC version is being coded in the US and won't be ready until next year. Expect big things from the Amiga version – like ultra smooth scrolling, speed and improved digitised speech. Sega Rambo III is an Op Wolf clone, and an officially licensed Nintendo version will be on sale next year.**



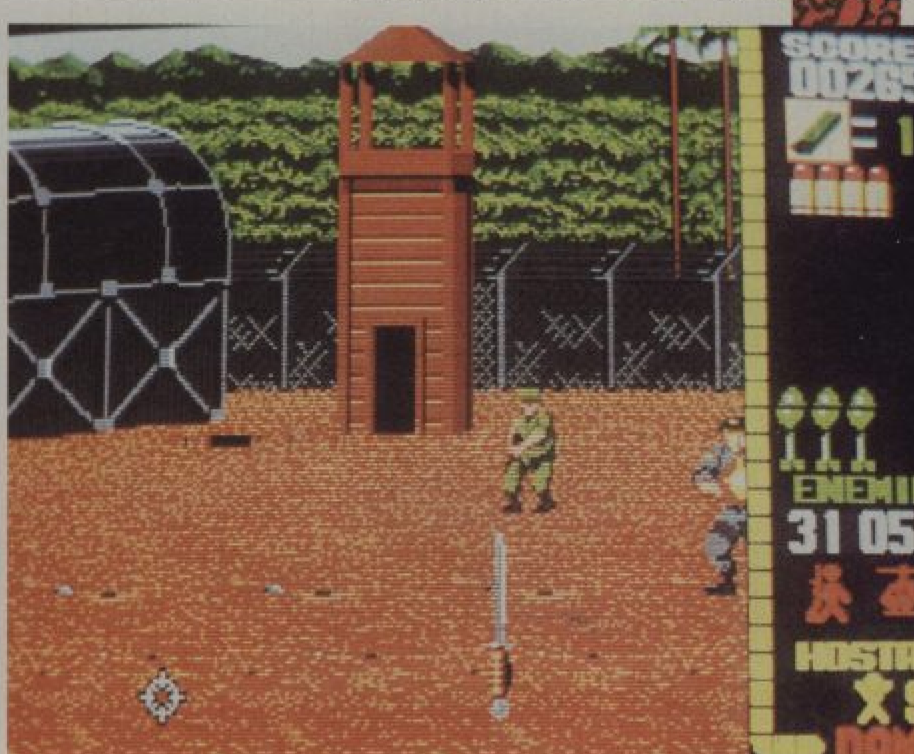

a conversion.




| | ST | SPECTRUM | C64 |
|---|---|---|---|
| ► GRAPHICS | 9 | 8 | 9 |
| ► SOUND | 9 | 9 | 8 |
| ► VALUE | 8 | 9 | 9 |
| ► PLAYABILITY | 9 | 9 | 9 |
| ► OVERALL | 91% | 91% | 92% |

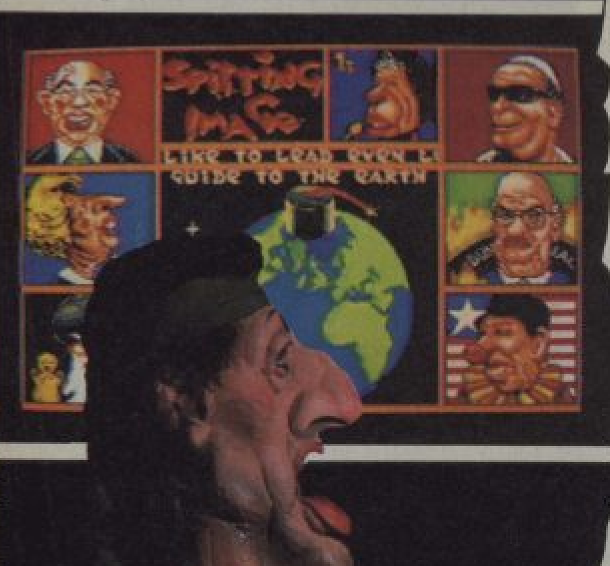



▲ *Kaboom – the C64 shudders with explosions.*




▲ *Watch out for the dagger.*





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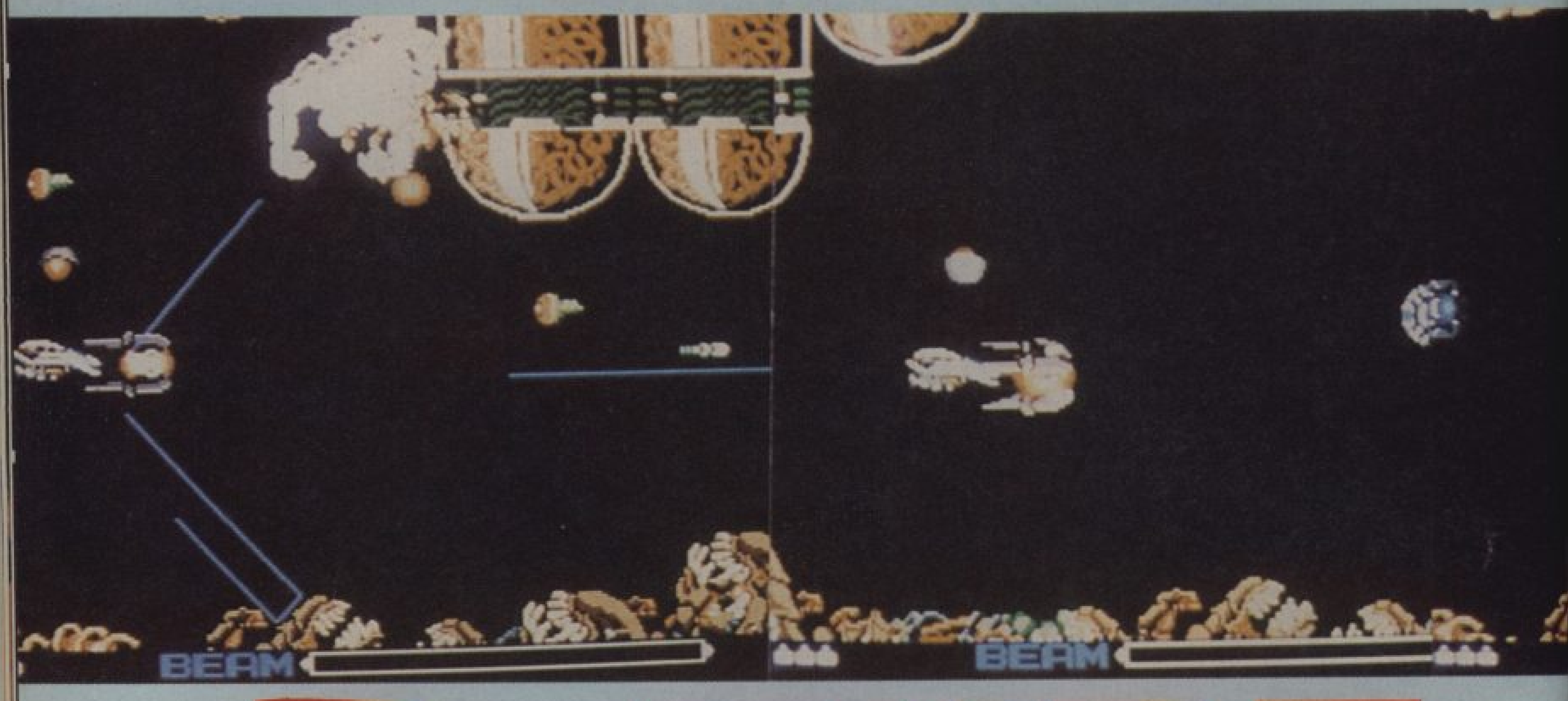
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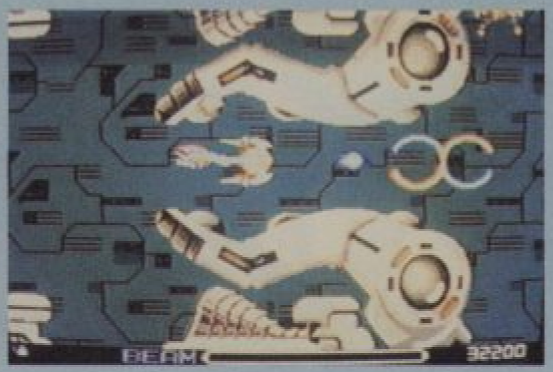


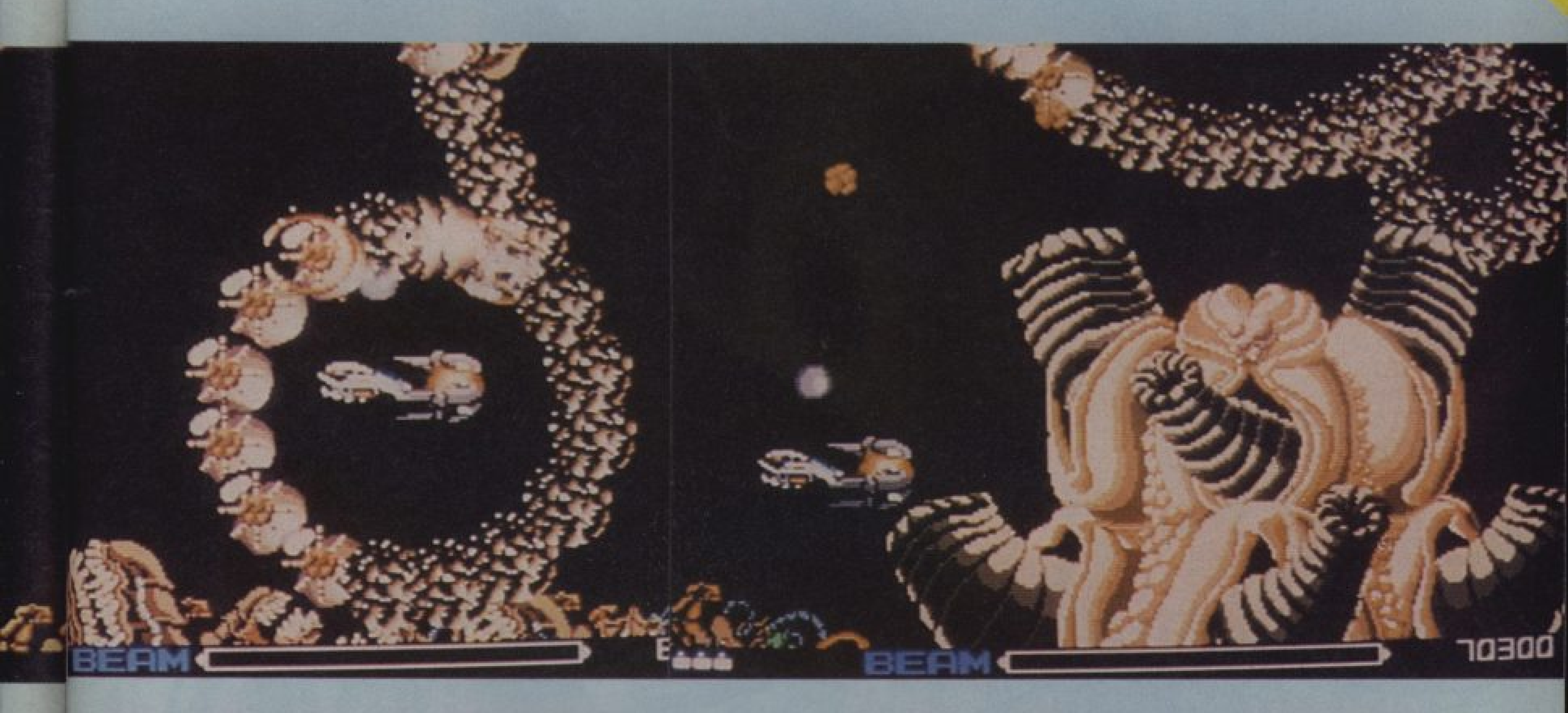

# R-TYPE COMPO










R-Type is the master blaster conversion of the year. Spectrum, ST, and C64 versions received the thumbs up in last month's issue.

Lucky C64 and Speccy owners also got the chance to play the first level. If all of that fails to impress get set to win the real thing – a stonking great R-Type coin-op machine for your bedroom.

All you have to do to win is cut out the R-Type coupon No 2 from the top right hand corner of this page.

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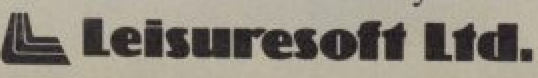
# DREAM ZONE

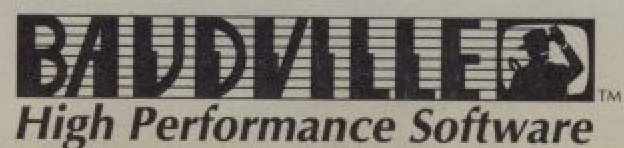
# DEEPER IN IS THE ONLY WAY OUT.

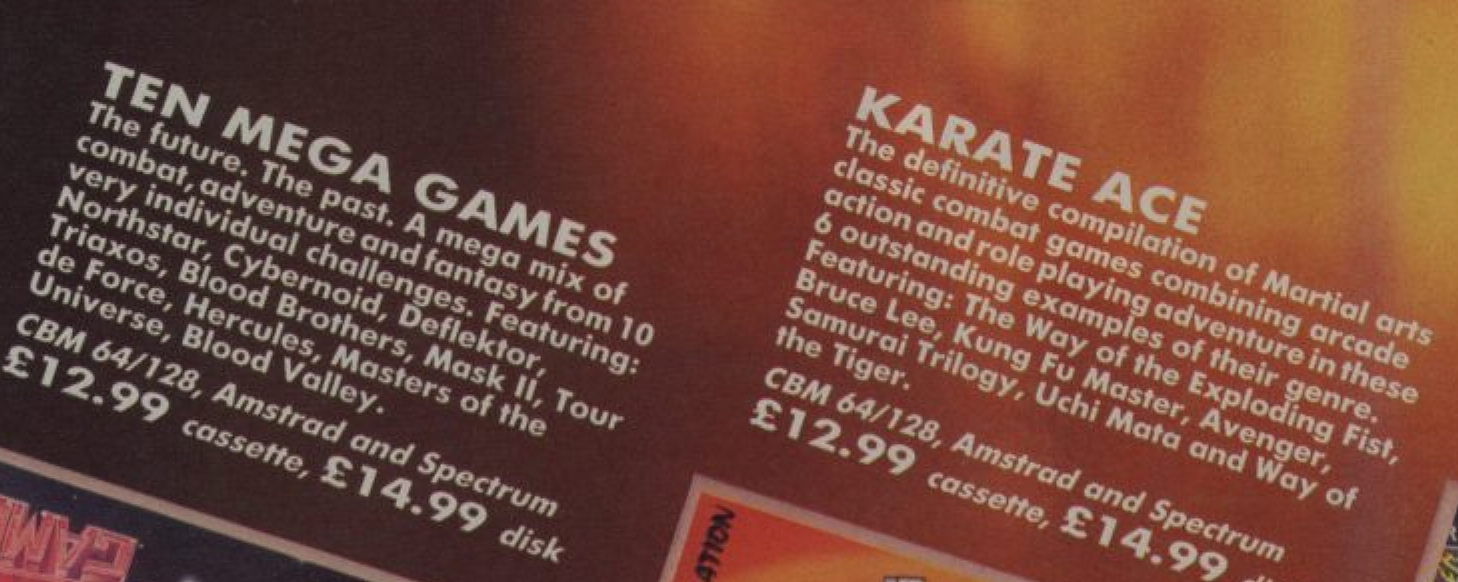
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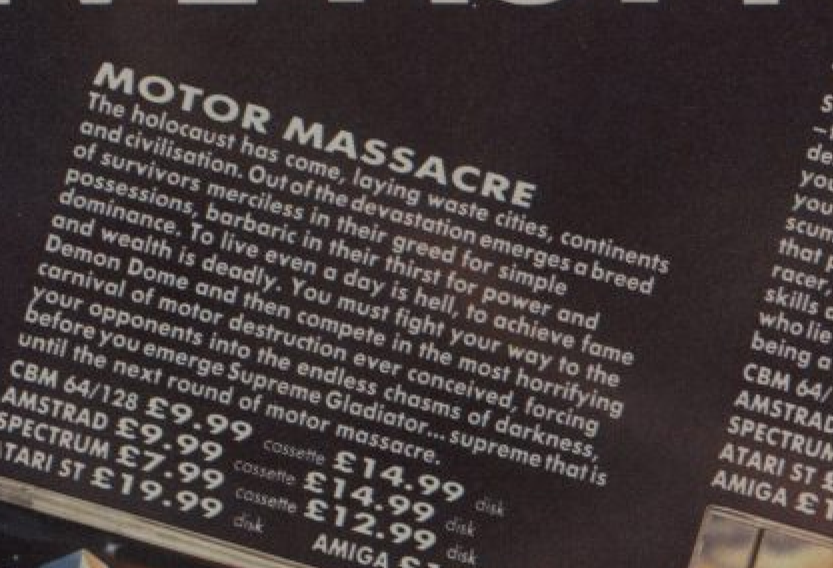
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# FIVE FIST-FULLS OF



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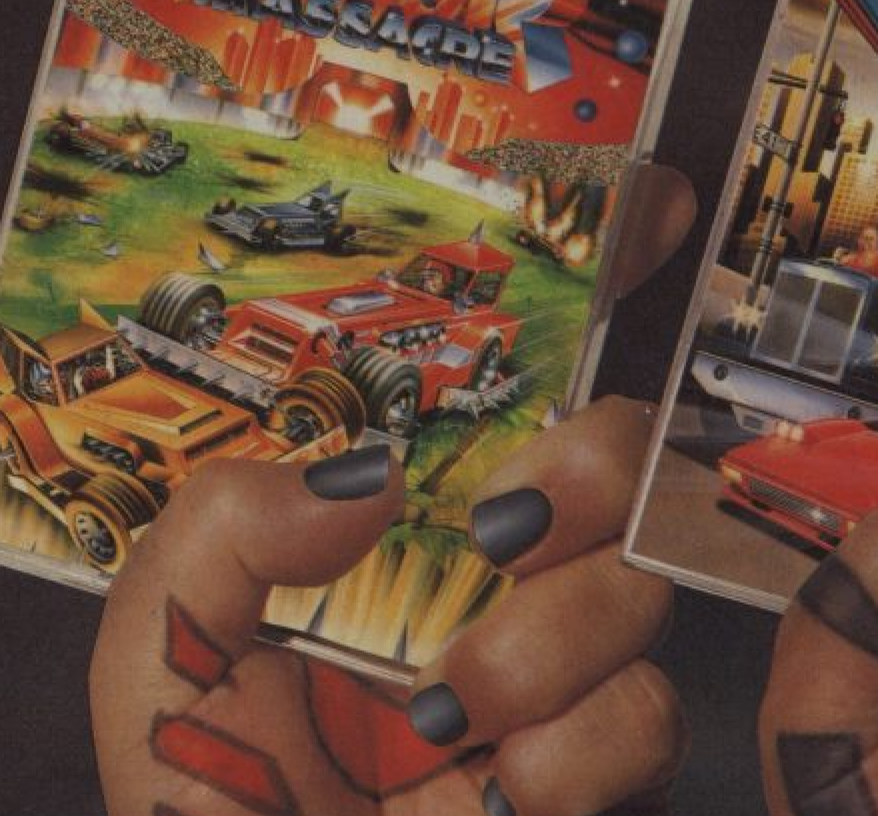
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Step into the future... technology has overtaken society – the rich are richer, the poor are poorer – chaos, unrest, destruction... lawlessness reigns, terror rules. But this is your territory, your assignment with death. These are your streets and you have volunteered to clean out the scum, destroy the streetgangs and eliminate the deviants that pollute your city. Yes you have your beloved sleek racer, but armed with only stun gun and keep net what skills do you possess to neutralize the many hundreds who lie in wait for you? Being a cop is always dangerous, being a cop of the future is a step into the unknown.

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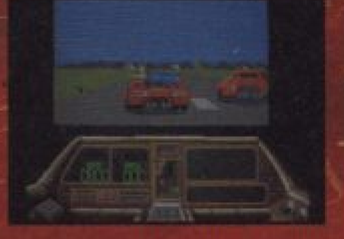














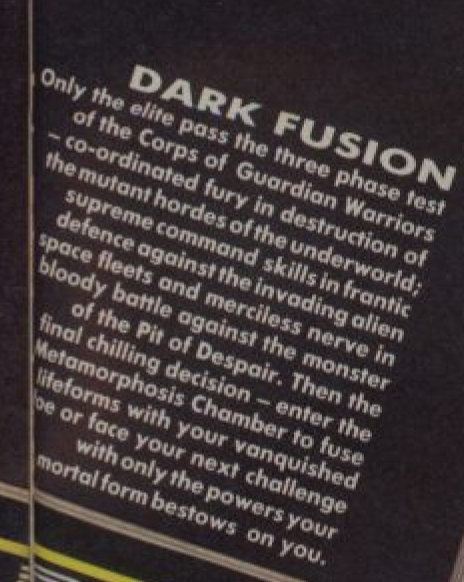
Screen shots from various formats.

Gremlin Graphics Software Ltd., Alpha House,

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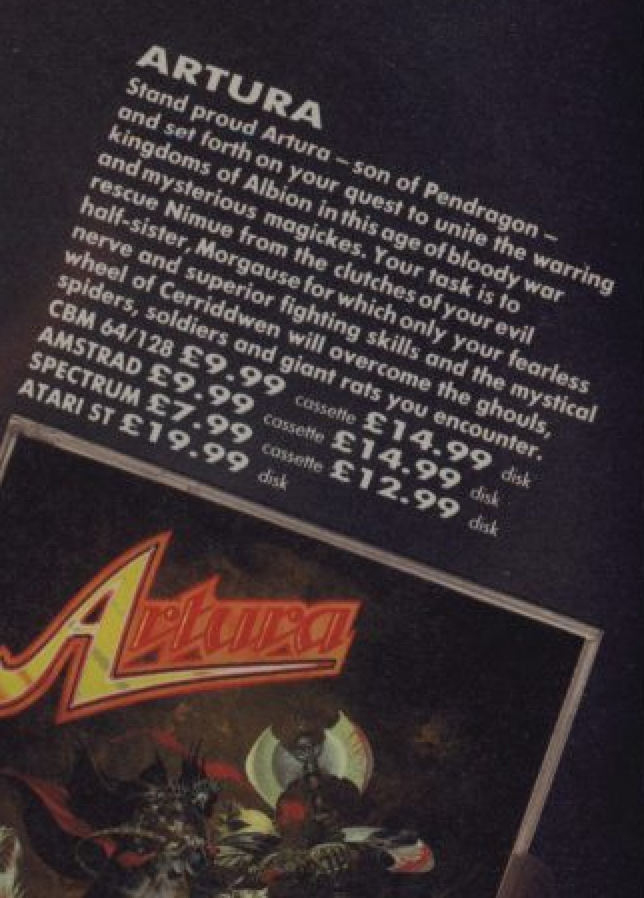
Tension mounts as you navigate the murky waters in your motorised dinghy, seeking out vital supplies and ammunition careful to avoid enemy mines and aerial bombardment. Landfall... deep in the heart of the Vietnamese jungle, heavy with the odour of death, concealing deadly mantraps and enemy gunposts. Panic... an unknown village. Friend of foe? Whichever – the final obstacle between you and your ultimate goal– the assault on Butcher Hill.

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## ARTURA

Stand proud Artura – son of Pendragon – and set forth on your quest to unite the warring kingdoms of Albion in this age of bloody war and mysterious magickes. Your task is to rescue Nimue from the clutches of your evil half-sister, Morgause for which only your fearless nerve and superior fighting skills and the mystical wheel of Cerriddwen will overcome the ghouls, spiders, soldiers and giant rats you encounter.

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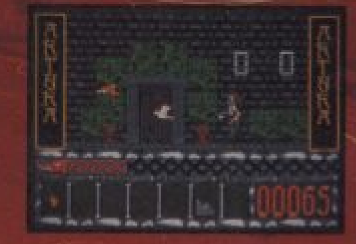






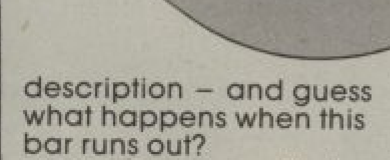








10 Carver Street, Sheffield S1 4FS. Tel: 0742 753423.




# ARTURA

► **MACHINES: ATARI ST/C64/SPECTRUM/AMSTRAD.**
► **SUPPLIER: GREMLIN.**
► **PRICE: ST £19.99, SPECTRUM £7.99, C64 £9.99.**
► **VERSION TESTED: ATARI ST.**
► **REVIEWER: CIARÁN BRENNAN.**

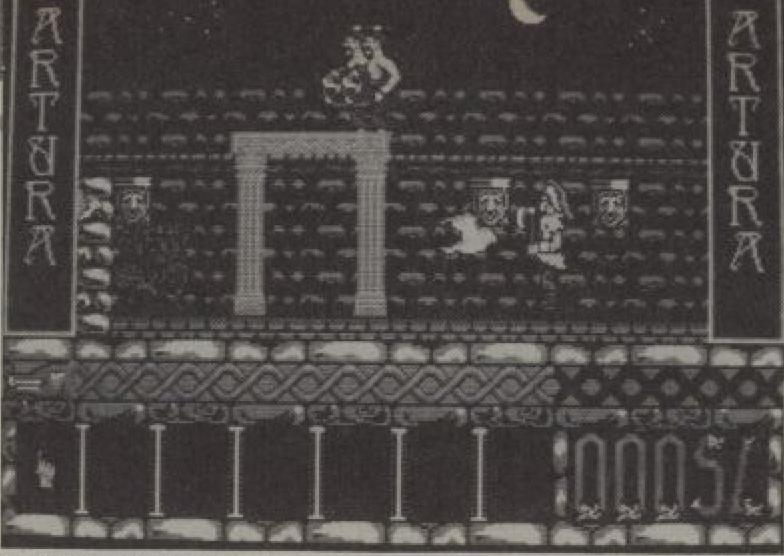
"Look back through the dark mirror of the seasons to the time when the Eagles deserted this land of Albion to the ravaging of the Saxons. Look back to an age of bloody war and mysterious magickes." And while you're at it, why not take a look back to about three years ago to a time when Boots was filled with Spectrum games that involved semi-mythical characters floating around dungeonesque backgrounds like Captain Pugwash characters.

These 'classics' usually involved searching for the lost sword of someone-or-other and fighting to the death against hordes of beasts from the dark side . . . get the picture? What this bijou history lesson is leading to is that Gremlin has for some reason decided to ressurect the genre – probably so that 16-bit games players can be introduced to the 'joys' that these games bring.

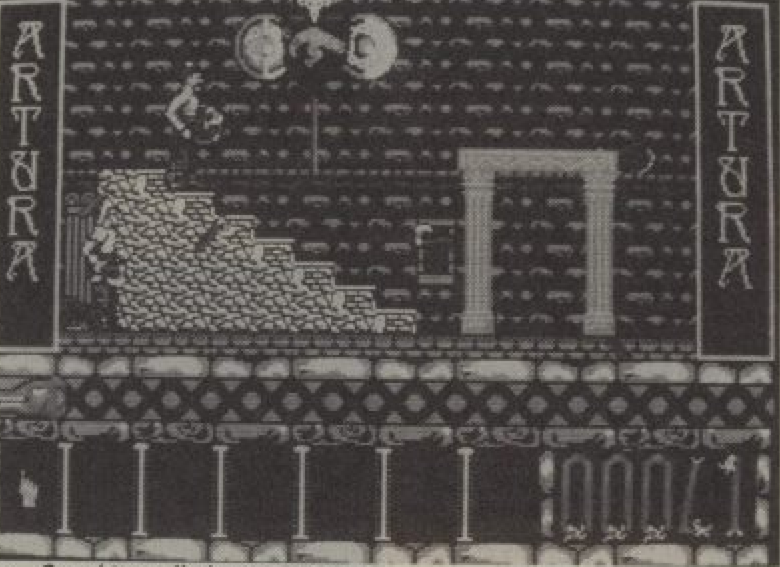
Artura starts with the usual sub-Arthurian legend gibberish. You are Artura, son of Pendragon and half-brother to the vil Morgause. This witch has kidnapped Nimue, apprentice to the wizard Merdyn . . . etc, etc. This bunk could easily have been avoided by then use of one sentence: find the lost Rune stones and rescue the girl.

The blurb also describes Artura as an 'arcade adventure', but I'm loath to use this term as neither word is really applicable. Basically the idea is to explore a multi-roomed castle, consisting of left to right scrolling walls with doors in both the background and foreground allowing access both onto 'into' and 'out of' the screen.

Along the way there are opponents to be mangled, giant rats and falcons to be disposed of, food to be eaten and sections of Rune stones to be collected ('these stones will be the rune of me' – form the Kenneth Williams school of awful puns). An enery bar below the play area diminishes every time Artura comes into contact with a nasty of any description – and guess what happens when this bar runs out?



▲ *Artura fails to impress.*



▲ *Can this really be an ST game.*

Attack is always the best form of defence, and in Artura's case a never-ending supply of axes is used to deal with the opposition. Rats and the like can be seen off with a single swipe, but it takes a Castlemaine (that's four axes to you mate) to get rid of the rest of the opposition.

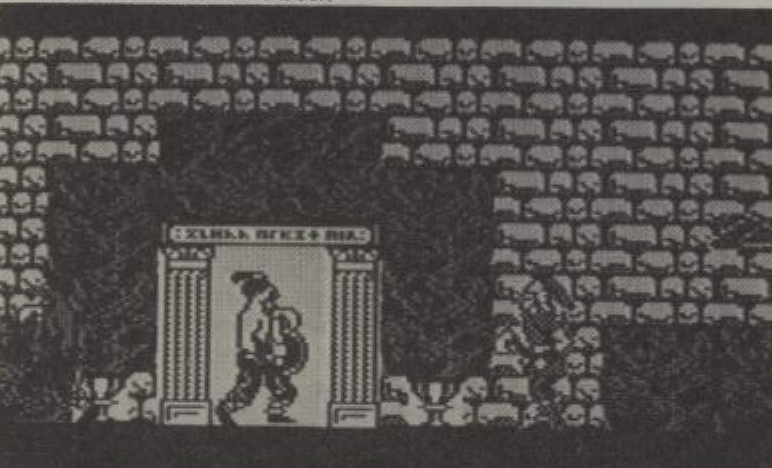
When a Rune is completed, play can then be switched into 'Rune mode'. This involves placing a pointer finger icon on the completed Rune and then stepping back in amazement as the 'Wheel of Cerriddwen' transports you to another plane – phew!

Try as I might, I couldn't find anything about Artura to recommend. The graphics are awful, the gameplay is seriously dated, the levels are too similar, the landscape is too confusing and no spark of interest is generated at any point.

This next little piece may sound like it should be shouted out from speaker's corner on a Sunday afternoon, but I really believe the software publishers shouldn't release games like this. Computer hardware has developed in leaps and bounds over the last two years – and as a sort of knock-on effect 8-bit games have improved beyond recognition in the same time. To my mind there's no excuse whatsoever for taking what is already a sub-standard 8-bit game and converting it upwards.

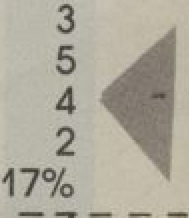
I'm going to have one last try at thinking of something nice to say about Artura . . . erm, the cover artwork's nice.

▼ *Not one of Gremlin's best.*





| | |
|---|---|
| ► GRAPHICS | 3 |
| ► SOUND | 5 |
| ► PLAYABILITY | 4 |
| ► VALUE | 2 |
| ► OVERALL | 17% |






# MUNCHER

► **MACHINES: SPECTRUM/C64.**
► **SUPPLIER: GREMLIN GRAPHICS.**
► **PRICE: SPEC CASS £7.99, C64 CASS £9.99, SPEC DISK £12.99, C64 DISK £14.99.**
► **VERSION TESTED: C64.**
► **REVIEWER: JULIAN RIGNALL.**

Have you seen the Chewits ad? You know, the one with an angry green monster who's running amok in a cardboard version of London? Just when he's about to sink his fangs into a famous landmark, he suddenly spies a Chewit, pops it into his cavernous cake-hole and finds his ravenous appetitite suddenly satieted. Well, Beam Software, in conjunction with Gremlin Graphics, has decided to base a game around this whacky ad, and have managed to persuade Chewits to endorse it.

Rather than tackle the subject head-on and cast the player as a Chewit, those devious Beam people have decided on an alternative approach and have put the player firmly into the size 237 boots of the Godzilla-like monster!

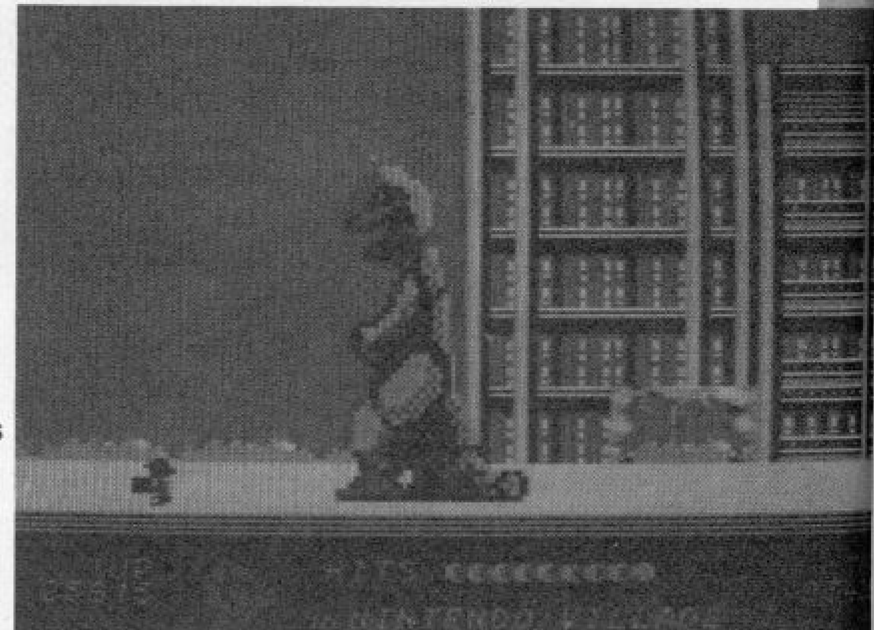
The mission of mayhem begins at the sea shore. Soldiers immediately start walking from both sides of the screen, and shoot at the monster, knocking a chunk off his energy bar with every hit. However, these weak and puny humans are no match for the monster, who can leap on them, splattering them into horrible smears on the road. If he's feeling peckish, he can bend down, pick them up and eat them. Yum! And this frolicsome exercise adds a bit of energy to the bar! Innocent bystanders in the form of briefcase-carrying city nerds and pram-pushing women also run around in terror, and are similarly blatted or noshed.

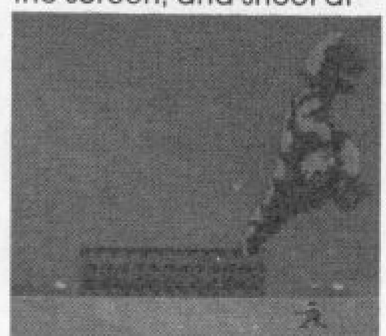
Soon reinforcements arrive, with tanks, jeeps and helicopters firing missiles and ruining the monster's fun – but he leaps and snaps at the choppers with this great choppers, and jumps on the vehicles in a display of wanton destruction. The monster can also spit fire.

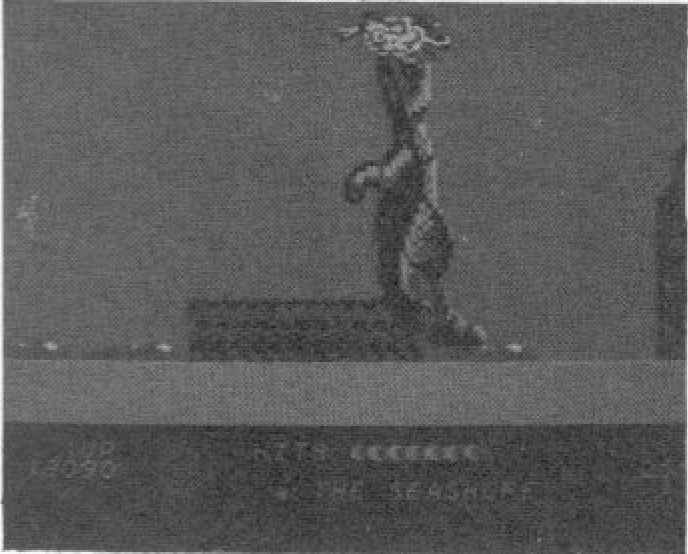
Buildings are encountered frequently, and can be bashed with the monster's tail, or climbed and thumped, *Rampage*-style. If he's feeling particularly tough he can climb to the rooftops of a particularly high building and roar derision at the piffling humans below.

When the end of the first level is reached, the action switches to Nintendo village (ahem, you're going to change that aren't you Gremlin?), which offers more of the same gratutious violence, only with more things to play with. The third level, the army base, has even more soldiers and vehicles. However, at the end is a big brown monster who fights with fireballs, feet and claws.

As you might have already gathered, *Muncher* is a game with a sense of humour. I thoroughly enjoyed playing it, and many a smile was in evidence as I bashed, smashed and chomped my way through the enemy forces. If you are a highscore fiend, the game throws down quite a challenge, and should keep large-scale vandals happy for some time.


▲ *Chasing some lunch.*


▲ *Stomp!*


▲ *Leap and chomp a chopper.*

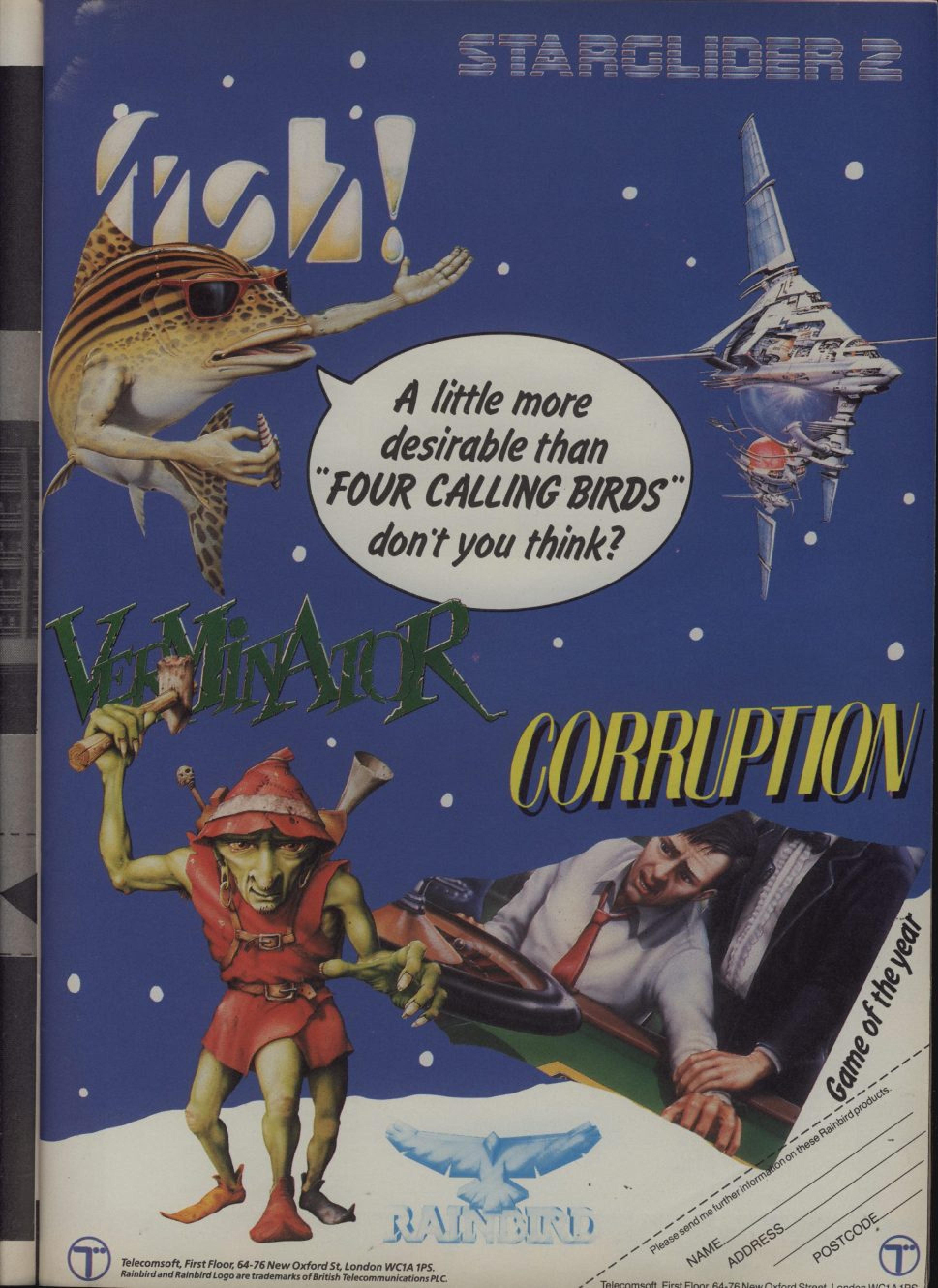
The graphics and sound are both fine, and even though the novelty will eventually wear off, there's plenty of fun in store.

| | |
|---|---|
| ► GRAPHICS | 7 |
| ► SOUND | 7 |
| ► VALUE | 6 |
| ► PLAYABILITY | 8 |
| ► OVERALL | 77% |

## UPDATE . . .

**The Spectrum version looks even better than the Commodore, with slightly faster gameplay and more impressive sprites.**

**Gremlin say that there may be an ST version next year, although couldn't confirm that as definite. Let's hope so – improved graphics and sampled sounds mixed with the 8-bit gameplay could produce an incredibly good game!**



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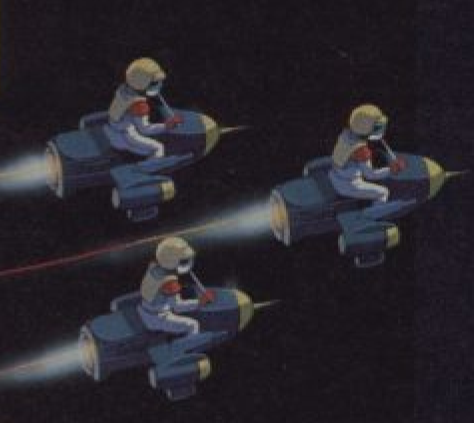
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# SPACE RACER







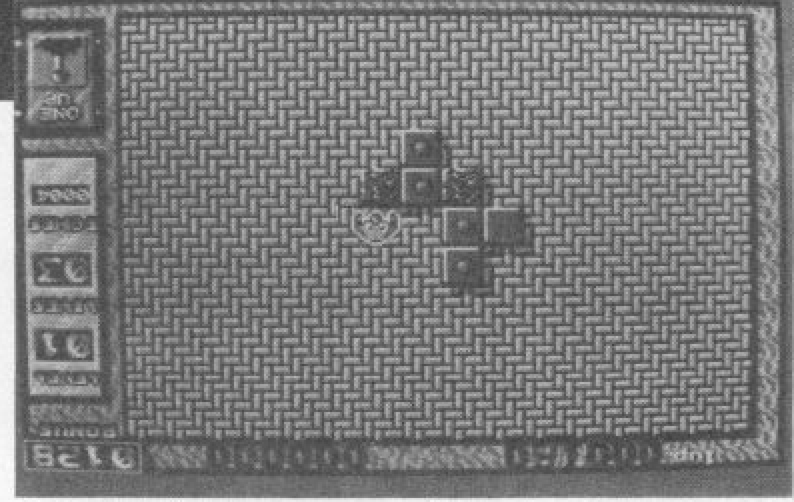




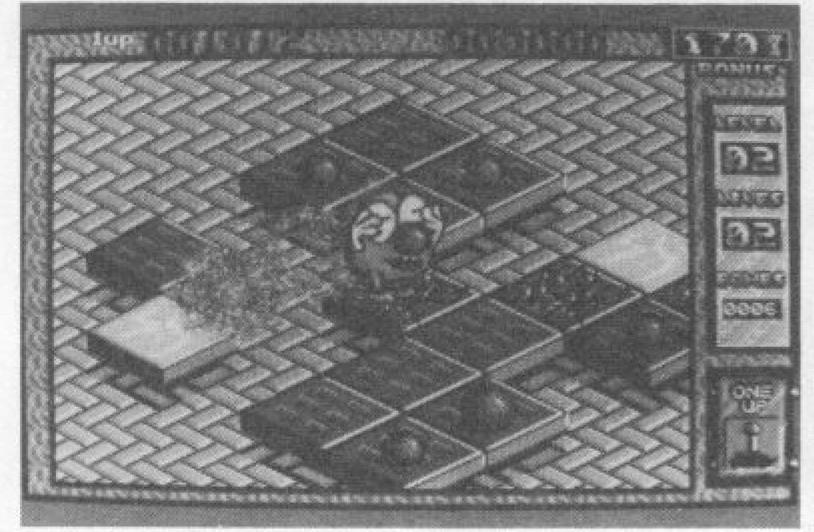



| System | Format | Price |
|---|---|---|
| Spectrum | Cassette | £8.99 |
| Spectrum | Disc | £12.99 |
| Commodore 64 | Cassette | £9.99 |
| Commodore 64 | Disc | £14.99 |
| Amstrad CPC | Cassette | £9.99 |
| Amstrad CPC | Disc | £14.99 |
| Atari ST | Disc | £19.99 |
| Amiga | Disc | £19.99 |
| IBM PC + Compatibles | Disc | £24.99 |

# BOMBUZAL



▲ *An aerial view of the action.*



▲ *Bomb blasting bombuzal.*

**► MACHINES: SPECTRUM/C64/ATARI ST/AMIGA.**
**► SUPPLIER: IMAGE WORKS.**
**► PRICE: SPEC CASS £8.95, C64 CASS £9.95, ST/AMIGA £24.95.**
**► VERSION TESTED: ATARI ST.**
**► REVIEWER: CIARÁN BRENNAN.**

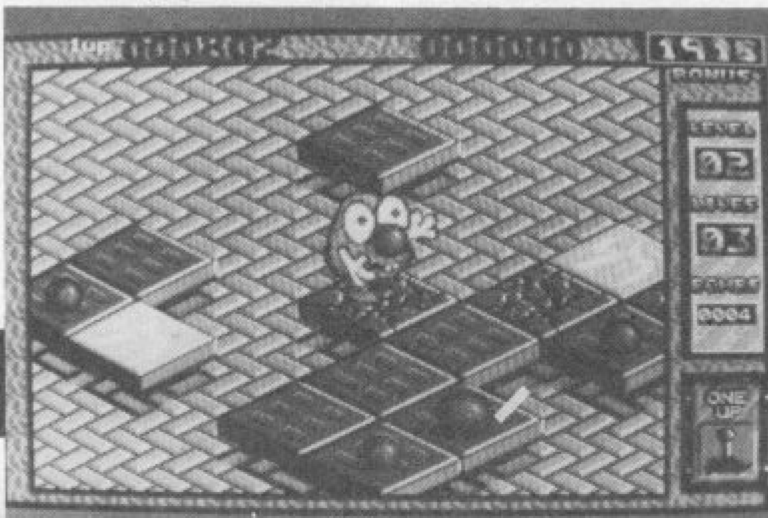
Ever since the first computer programmer made light move around a screen, there's been a race to find a new concept that's 'more difficult and absorbing than chess'. Image Works, *Bombuzal* doesn't aspire to this lofty ideal but it does come across as being a combination of Chess, Play-Doh and one of those Chinese number puzzles.

Like most difficult puzzle games it's based on a very simple idea. The only objective is to move a wobbly monster around a series of tiled sections, exploding bombs by stepping on them and staying in one piece in the process – but bombs setting each other off in chain reactions and tiles disappearing under your feet make this a sight more difficult than it first appears.

Each screen is made of up a number of different types of tile, and you can bet your life that you'll be in deep trouble if you don't watch where you're stepping. Normal tiles are safe enough, but the Dissolver does just that after you've stepped over it and the Ice Tile is a little too slippery and should be avoided. Other hazards include the Teleport tile which whisks you to a random square and the Spinner type which knocks you in any direction. A few tiles, such as the Temple (which absorbs explosions), the bomb-moving Slot, the indestructible Rivetted tile and the map-resetting Switch can be used to your advantage, but don't depend on them showing up too often.

The bombs also come in many shapes and sizes – each type has a different effect which almost always has to be taken into account if a screen is going to be completed. Small bombs only destroy the square that they occupy, while medium and large bombs destroy four and 12 surrounding squares respectively. Then then are three varieties of aerial bomb, which explode when any other aerial bomb is detonated and cause exactly the same amount of damage as their 'normal' counterparts. Swell bombs change size randomly and mines detonate on contact . . . phew! There's not a lot of time to stop and admire the scenery in this environment.

▼ *The 3D game.*



To make matters worse you don't even have any privacy in this odd little world. A couple of other characters knock around on later levels and if you think that they're there to help you out then think again. 'Bubble' treats all bombs as mines (and you can imagine the trouble which that causes), while 'Squeak' is capable of doing anything that you can and does his level best to get in the way.

As if all this wasn't difficult enough, the exasperatingly precise joystick/mouse control adds to the difficulty and the supposedly helpful 3D option only causes more problems than it solves. So who can you blame all of this infuriation on? Well, the programming was done by The Bitmap Brothers, but they were aided and abetted by a number of famous screen designers including Andrew Braybrook, Jeff Minter, Ubik and Jon Ritman, so you take your pick from that lot.

This is more of a mindbender than a thumb-twister because once you've solved a level once it shouldn't prove to be a problem anymore. If you were the type who enjoyed showing how you could solve Rubik's cube in a fraction of a second then this is just the brain-teaser you've been waiting for – if not, prepare to lose a lot of sleep and a lot of hair.

| | |
|---|---|
| ► GRAPHICS | 7 |
| ► SOUND | 8 |
| ► PLAYABILITY | 7 |
| ► VALUE | 6 |
| ► OVERALL | 74% |

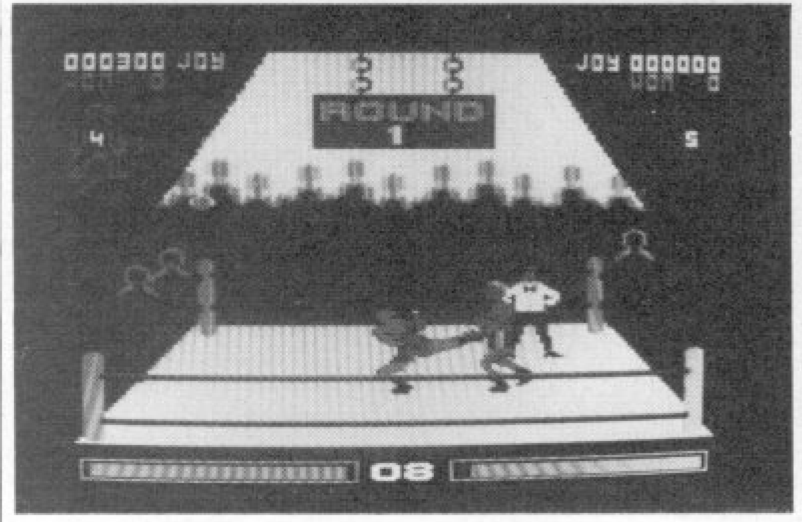
## UPDATE . . .

**All versions will play identically. Spectrum is monochrome, the C64 and Amstrad are more colourful. The Amiga version is identical to the ST bar slightly improved sound.**

Reviews

# BY FAIR MEANS OR FOUL

▼ *No knockout game this.*



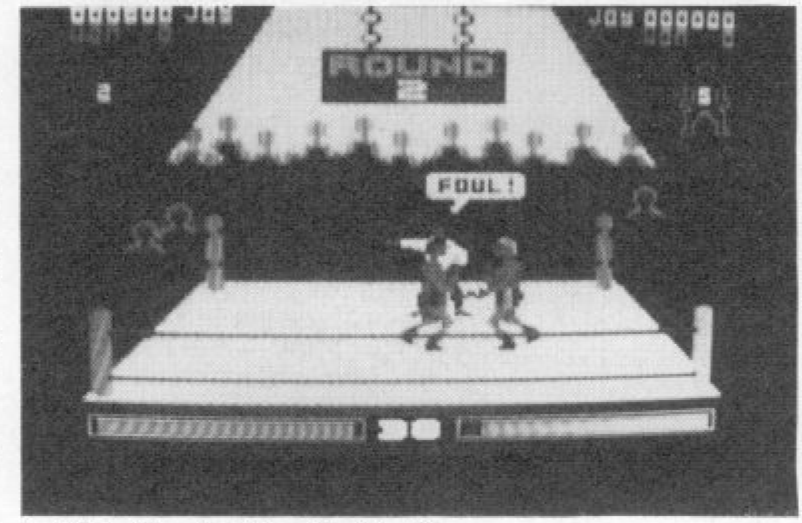

► **MACHINES: 64, AMS, SPEC.**
► **SUPPLIER: SUPERIOR SOFTWARE.**
► **PRICE: TO FOLLOW.**
► **VERSION TESTED: AMSTRAD.**
► **REVIEWER: TONY DILLON.**

Talk about hitting the bandwagon fast. First Linel Switzerland announce its boxing game, The Champ, then Nintendo leaps in with *Mike Tyson's Punch Out* and now Superior Software release its soon-to-be-forgotten *By Fair Means Or Foul.*

The reason for the slightly strange title is that this isn't a normal boxing game, where every man is a British fighter and everyone is clean and angelic. In this game, you play dirty if you want to get anywhere.

The game is viewed side-on, so's that your boxers on screen are square on with each other, only able to move forward and back, as in games like Barry McGuigan's Boxing thingee and Fight Night. A referee wanders about aimlessly, and to win properly, you've got to keep your eye on him as well as your opponent.

Like most people, the referee has a tendency to get bored very quickly. This is the key to winning. Fight like a gentleman when he's watching, but as soon as he turns away, play dirty.




▲ *Fight dirty when the ref isn't looking.*

He doesn't look away for very long, though, so timing is all important. Go for a dirty move, and he calls foul, losing you one of your five lives. The only other way you can lose a life is if you are knocked out, but that only seems to be possible after about 30 continuous hits with no interruptions.

As you hit your opponent, and indeed as he hits you, a damage-meter at the bottom of the screen slowly fills. The idea is is to hit him hard enough to knock it up before he can recover. For as fast as it goes up, it drops twice as fast. These boys heal quickly!

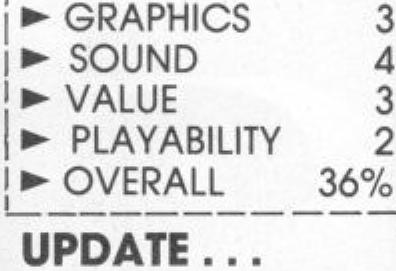
You are very limited in the moves that you have to choose from. Basically a punch to the face, a punch to the paunch, a head butt (dirty move) and a kick below the belt (another dirty move). Needless to say, the dirty moves do the most damage.

It's with this in mind that I don't like this game very much. I found I was far too restricted for a boxing game.

Graphics are simplistic and blocky, with sparse use of colour. At some points. the graphics are almost unrecognisable. Especially so when the Ref gets bored. His head deflates and collapses on his shoulder.

Sound is as sound does on an Amstrad. i.e. it sounds like it's coming from the other side of a very tight wire mesh whilst you are wearing a greased cucumber in your right ear and a copy of the Financial Times, rolled up and smeared with Sainsbury's own brand Lemonade in your left. (Tony, what have you been up to? – Ed). In other words, lots of crackly scratching sounds coming from the 'crowd' and an occasional bonk from a punch or ping from a bell.

*By Fair Means or Foul* just isn't my cup of tea.

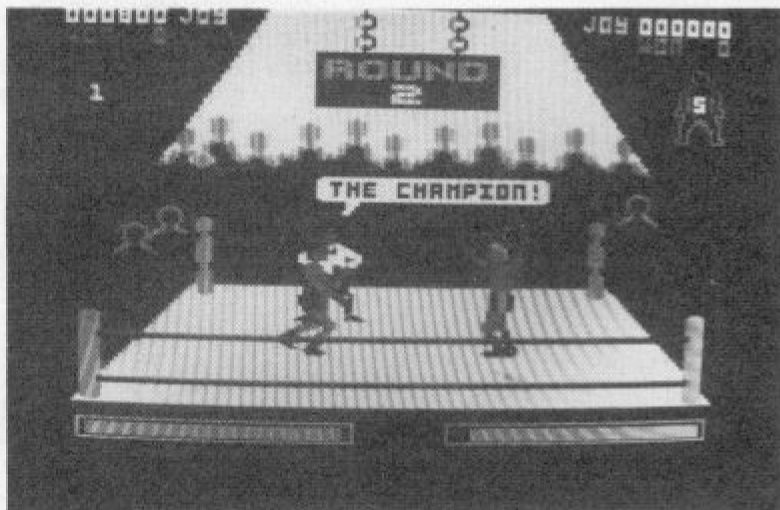


| | |
|---|---|
| ► GRAPHICS | 3 |
| ► SOUND | 4 |
| ► VALUE | 3 |
| ► PLAYABILITY | 2 |
| ► OVERALL | 36% |

## UPDATE . . .

**The 64 and Spectrum versions should all be available as you read this, but let's be honest, who cares? The only difference between the Spectrum and Amstrad versions is the colour and the only difference between the 64 and Amstrad versions, is the resolution.**

**One not to look for, me thinks.**




▲ *Dillon sits this one out.*

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Reviews

# STAR GOO

► MACHINES: ST, AMIGA, IBM PC, AND POSSIBLY C64.
► SUPPLIER: LOGOTRON.
► PRICE: ST/AMIGA £19.95, PC £24.95.
► VERSION TESTED: ATARI ST.
► REVIEWER: MATT BIELBY.

The first thing you have to say about *Star Goose* is that it does look gorgeous. You may not think the sprite design is very imaginative, you may find the game play gets repetitive as you encounter your fifth near identical level, and you may think some of the controls verge on the ludicrous, but you have to admit that it looks very nice. *Star Goose* is a nice idea for a vertically scrolling shoot 'em up. Well executed, but marred by a lack of visual variety and a few silly mistakes.

You may say, and quite rightly, that the idea of a vertically scrolling shoot 'em up doesn't sound very interesting anyway, but *Star Goose* does give the idea quite a nice little twist. Despite it's looks, the goose is not a space ship at all, but a land-wagon of some sort, and as such travels up and down over the bas-relief terrain. This means that your guns are only of any use in taking out the hostile ground installations and enemy craft you encounter when they are directly in the line of sight of your pitching craft.

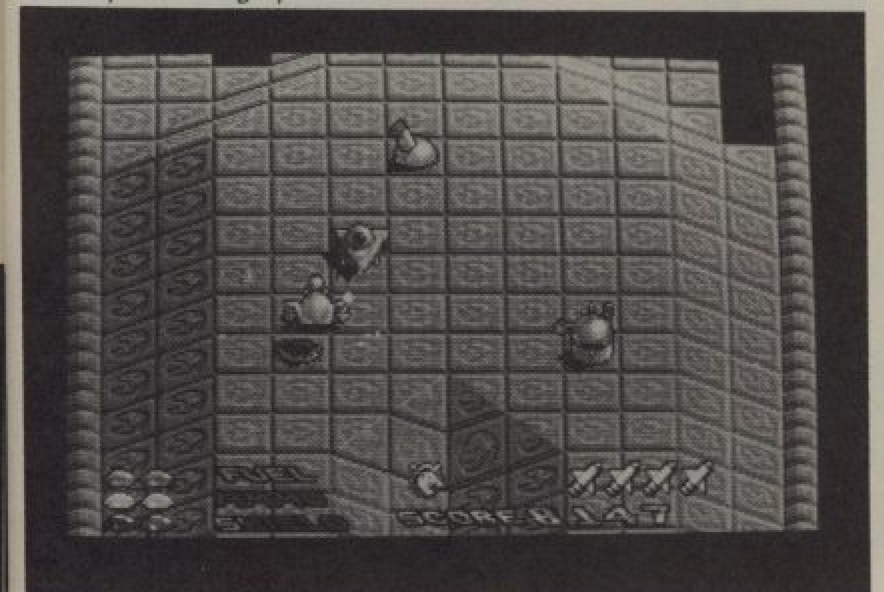
Your weaponry consists of normal foreward facing guns – which are not the most powerful thing ever and need to be trained on most enemies for quite some time before taking effect – and a limited supply of guided rockets. Unfortunately, these are not controlled by the joystick trigger, but by the Alternate and Caps Lock keys on the ST itself, and as such are all but useless should you – like me – be in the habit of sitting back with your feet up to play the game.

Extra ammunition can be gained by entering tunnels of varying length through heavy blue gates that appear periodically on the landscape: here you see your ship from a different angle – almost directly rear – as you scoot down a tunnel that looks like nothing so much as a spider web, picking up tokens shaped like

▼ *Nice spiders web.*



# OSE



▼ *Sit up and look graphics.*

gross eyeballs. Swing your ship from side to side and you can increase speed to a point where it is possible to circle right up one side of the tunnel and down the other.

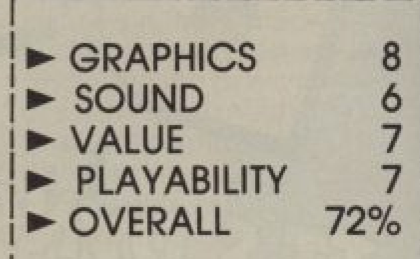
There are other tunnels to help with shield and fuel supplies.

To progress onto the next level you have to collect six brightly coloured jewels from the landscape, which could seem to be quite a problem since your ship will slow down but never stop, and by the time one appears on the screen it could be too late to swing right across and collect it. It's okay though, because each level wraps around on itself, and so before long you'll be back in a position to pick it up again.

Quite why anyone would ever bother going onto the second level, however, is almost as much of a mystery. The mountain shapes and occasional deadly "lakes" may be different, and there may be a few more baddies to take on, but the overall look is identical. I have to admit a fondness for the metallic valleys and hills of the landscape, and in particular the way the whole mood can change as they face randomly from one colourway to another.

Though there are more sprites in the later levels at any one time, and each is perfectly clean drawn, if rather small, there is not a single one I could describe with any degree of accuracy 24 hours after having played the game.

The same could be said of the rather uninspired music and sound effects. We have, then, a game with the potential to have jointed the list of really good 16 bit shoot 'em ups – your *Sidewinders* and your *Xenons* – but which botches the job through repetition and possibly the most annoying piece of ill though out game design I have encountered this month. If I ever again have to reach over to the Caps Lock key, risking taking my eyes off the screen for a couple of seconds, only to see my precious rocket roar uselessly off the top of the screen, it's target having moved . . . it will be too soon. File under "honourable attempt, doesn't quite cut it".



| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 6 |
| ► VALUE | 7 |
| ► PLAYABILITY | 7 |
| ► OVERALL | 72% |

## UPDATE . . .

**The Amiga version, released exactly the same time as the ST, looks and plays nigh identically. There is also a PC versionm scheduled for November though we haven't seen that, and quite serious talk of a C64 variant appearing before the New Year, though that is also not definitive.**



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Reviews

# DOUBLE DRAGON

► MACHINES: SPECTRUM, C64, ST, AMIGA, PC.
► SUPPLIER: MELBOURNE HOUSE.
► PRICE: C64, SPEC £9.99, ST, AMIGA £19.99, PC £24.99.
► VERSION TESTED: ST.
► REVIEWER: TONY DILLON.

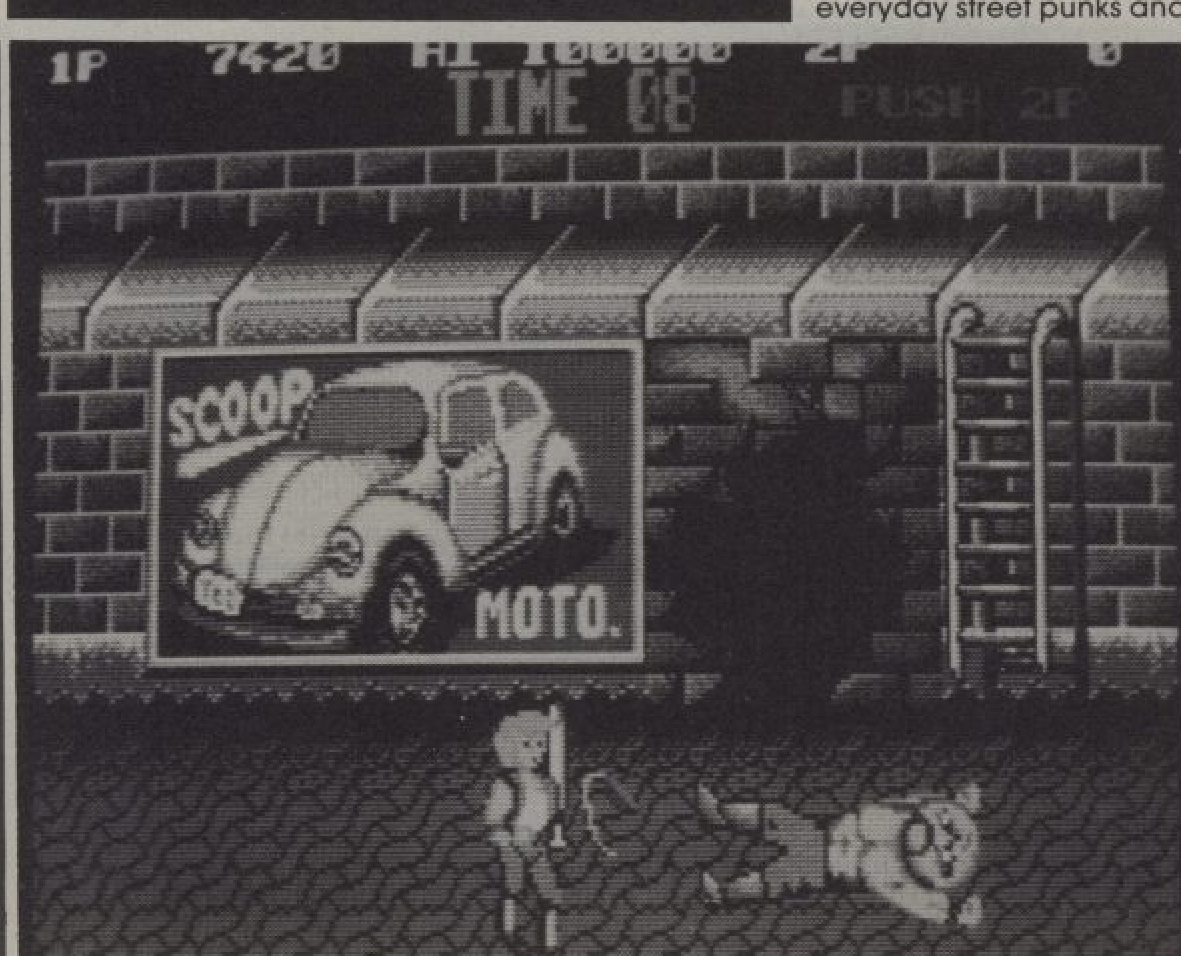
This is the third version of DD that I've seen today, and I can't deny that I am becoming just a little bored with it. The problem is that all the versions I've seen so far, and that includes this one, are all far too easy. Still, on with the review.

*Double Dragon* – unofficial sequel to the well crucial beat-'em-up, *Renegade,* has you, and a friend if you so wish, in a dazzlingly violent rescue scenario, all for the love of your sweetheart, kidnapped by the infamous Mr Big. The bit I can't understand, is why can't the two chums involved realise that the girlie is two-timing them with each other.




The game itself is basically a right to left scroller much in the mould of Renegade, Vigilante etc, with a bit of up and down scrolling, just to give you a bit of elbow room.

Enemies come in the form of your average everyday street punks and punkesses who emerge from all manner of places (nearby rooftops, doorways, from hidden niches in shrubbery etc) and have the basic mission of causing as much physical damage to you as possible.




To do this, each fights in their own specific way. Some merely try and wade in with punches, some attack from a distance and flying kick you to the ground. You get some really unfair fighters that gang up and attack from all directions at once. If you're really unlucky, a group of about six or seven will just stand around you and keep punching you to the ground every time you get up until you lose a life.

You can fight back with a variety of moves ranging from the simple punches and stomach kicks, to some really dirty back elbows to anyone standing behind you, and I do mean anyone. You can beat up your partner, which unfortunately you find yourself doing quite a lot as you launch yourself into a crowd of enemies.

That isn't all of the combat. There is one more thing to tell you about. Weapons. Some enemies emerge into the game with baseball bats, whips, packing crates, barrels, rocks, . . . You name it, they've got it. Of course, it goes without saying that most of these items do a lot more damage than your regular punch or kick. Thankfully, you too can use these items. If you're a real cleverdick, you can position yourself just as they come onto screen, and knock the weapon out of their hands before they can use it.

Where these weapons come in handiest is against the really big enemies. Twice the size of the ordinary enemy, these huge giants break through

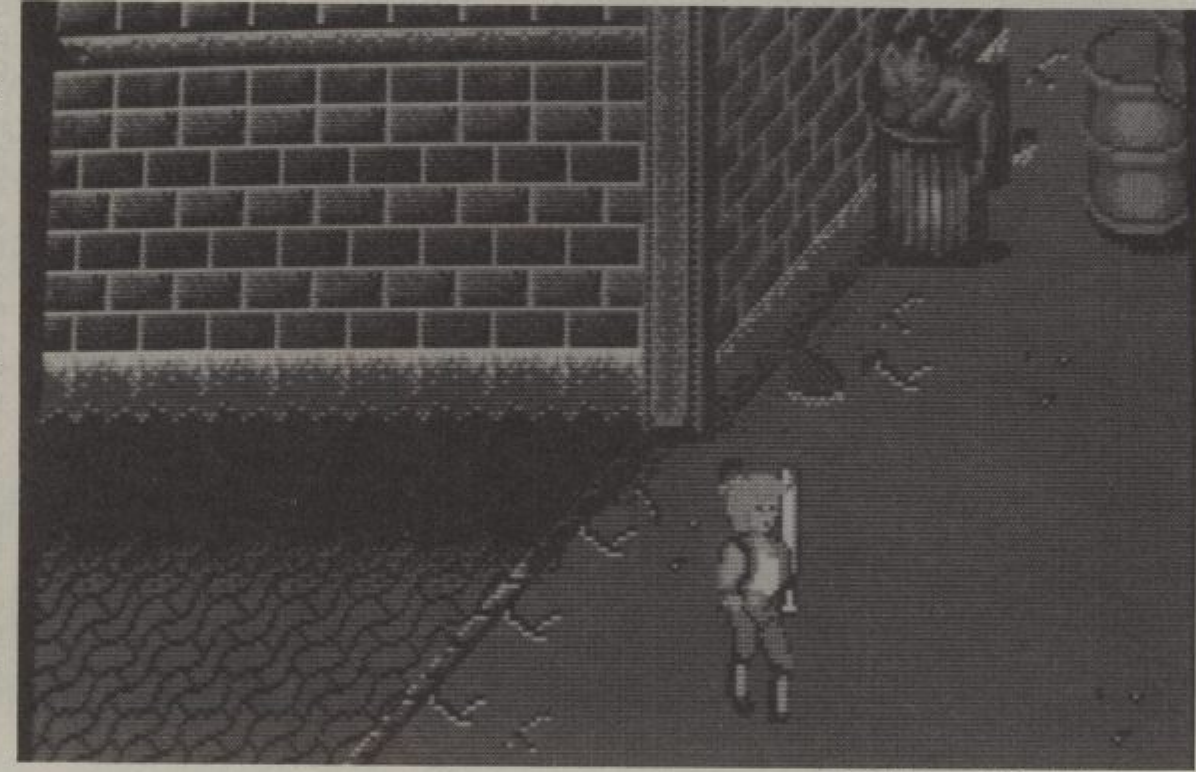
# DOUBLE DRAGON

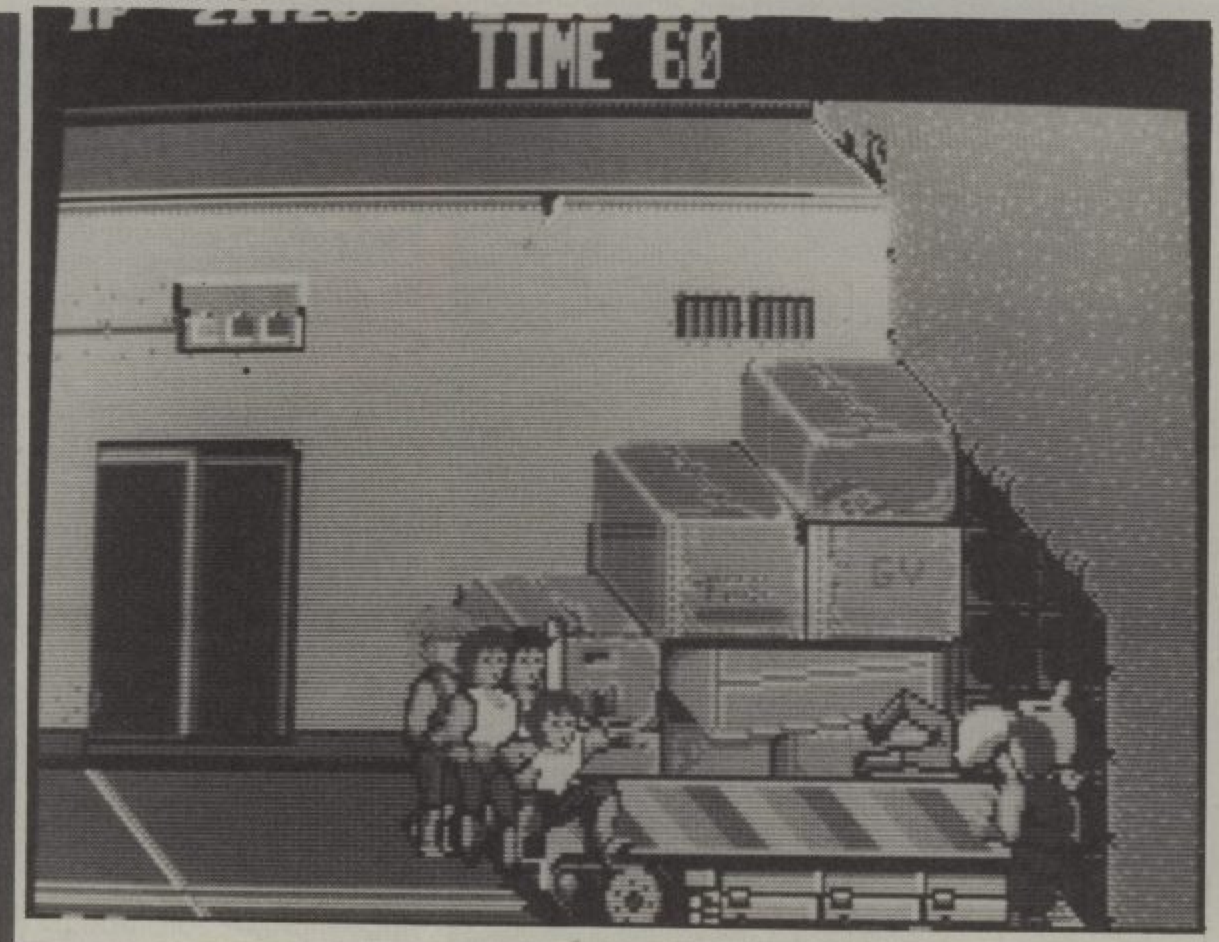
the walls that line some streets, growl menacingly, and then smash you to the ground. Sounds a little difficult to me. Unfortunately it isn't. In fact it's amazingly easy. You can earn an extra life in almost no time whatsoever, and it's thanks to the fact that I completed the game on my first go and technically lost no lives.

Speaking of the sound, which we weren't, it's hilarious. All the regular thumps and bops are there, as well as two really unusual death noises. When the women die, they make a short 'eek' sound. When the men cop it, they make a sound not unlike the sound made by someone throwing up violently. Har har.

Graphics aren't too good. They're not terrible, but there's something about them that says "look at me. I'm not very well designed or animated. Aren't I comical." At least they're fast.

I would like to recommend Double Dragon, because when it comes down to it, it is quite fun. But I can't because it's just far too easy to be worth it, and for a coin-op conversion opportunity of this 'cult' appeal it is not quite there.






| | |
|---|---|
| ► GRAPHICS | 5 |
| ► SOUND: | 5 |
| ► VALUE: | 3 |
| ► PLAYABILITY: | 6 |
| ► OVERALL: | 54% |

## UPDATE . . .

**All other formats are being released at the same time and all feature the same style of gameplay. Multi load could may well be a problem on the smaller machines, especially with tape loading times. There are no 8-bit disk versions definitely planned, but they are being looked at, as is an Amstrad CPC version.**




► MACHINES: SPECTRUM/AMSTRAD/C64/ATARI ST/AMIGA/MSX/PC.
► SUPPLIER: ACTIVISION.
► PRICE: SPEC/C64/AMS/MSX £9.99 CASS C64/AMS £12.99 DISK, ST £19.99, AMIGA £24.99.
► VERSION TESTED: SPECTRUM.
► REVIEWER: JULIAN RIGNALL.

Arguably the hottest arcade game of the year, Sega's *Afterburner* has finally arrived on home computer format courtesy of Activision.

The unenviable task of converting this monster machine was given to Keith Berkhill, whose previous masterpieces include *Ghosts 'n' Goblins, Space Harrier* and *Commando*. Has he been able to work magic and reproduce *Afterburner* on the Spectrum? Well, the answer is a resounding yes – believe it or not.

For the arcade virgins among us, *Afterburner* is an aerial combat game in which the player flies an F-14 against an entire enemy airforce. The action is viewed in 3D from behind the plane, rather like a traditional race game. Formations of enemy craft fly over the horizon and attack before peeling away. Sometimes planes emerge from the sides of the screen, swooping across the F-14's flightpath, and attack from behind, requiring some nifty manoeuvring to shake off the pursuer.

The solo mission of death and destruction starts on an aircraft carrier. The F-14 takes off automatically and heads for the sky, and from then on you're on your own.

The plane is armed with an unlimited supply of bullets, which fire constantly throughout the mission, and a limited amount of air-to-air missiles. When an enemy plane comes into firing range, a box appears around it and a missile can be launched by pressing the fire button to send it haring across the sky to home in on the target. Bullets are a good means of bringing down planes that fly in front of the F-14, but otherwise they're pretty useless in combat.

The first few formations of planes are merely cannon fodder, but the jets that follow launch missiles at the F-14; one hit is fatal and the plane plunges to the ground and ploughs a great furrow as it comes to a standstill. As the player progresses the missiles become faster, more numerous and very accurate, and swift reflexes and good hand-to-eye co-ordination is needed to fly the plane safely through the seemingly unceasing assault.

Occasionally a plane or homing missile approaches from behind with the sole intent of destroying the plane. This frantic situation prompts only one course of action; a spin. This particular manoeuvre is tricky to master, but essential if the player is to complete the mission. A short tug of the joystick in one direction, followed by a quick switch sends the plane – and the horizon – into a complete rotation, shaking off the aggressor in the process.

At regular intervals a big tanker plane flies in and the F-14 automatically docks in mid-air for refuelling and rearming.

There are 23 levels in all – like the arcade game – the majority of which involve aerial combat. There are two canyon runs, where the plane is guided down the middle of a steep-sided valley to straffe ground targets that litter the plain. The sides of the

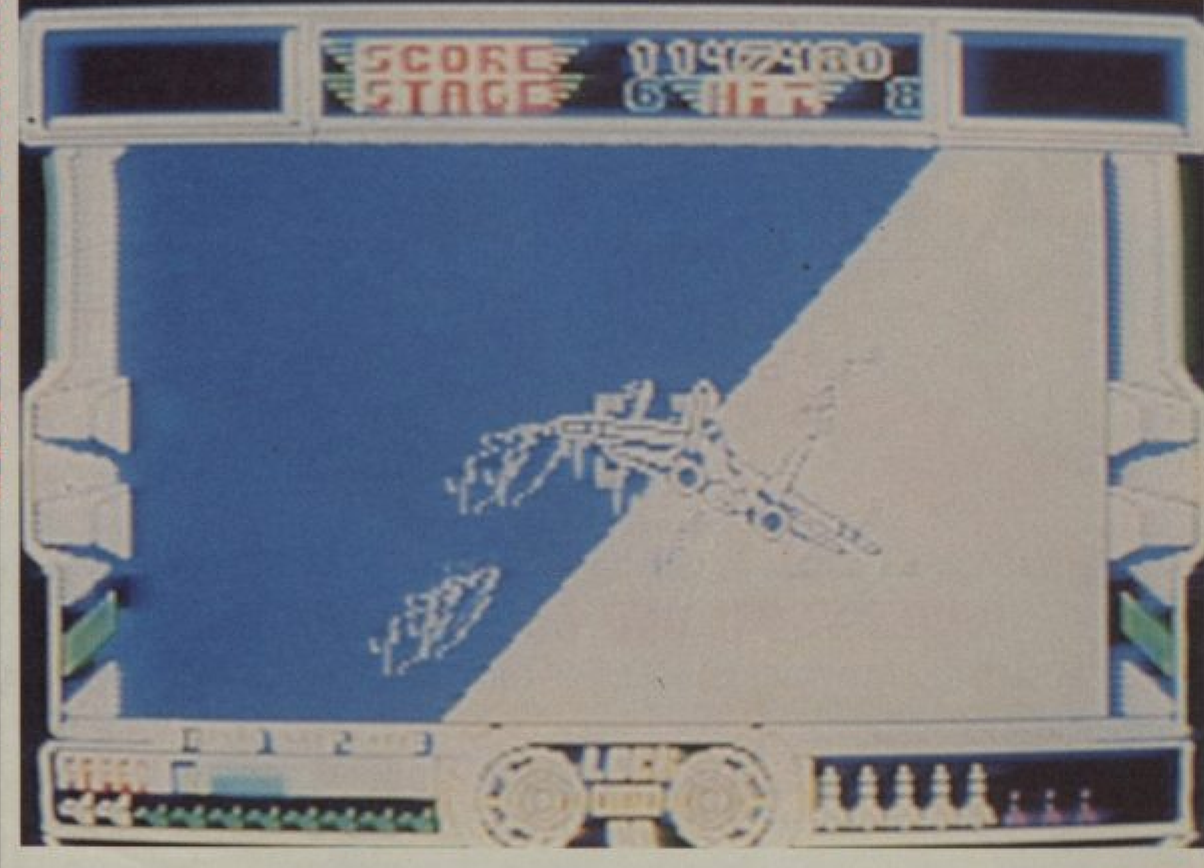


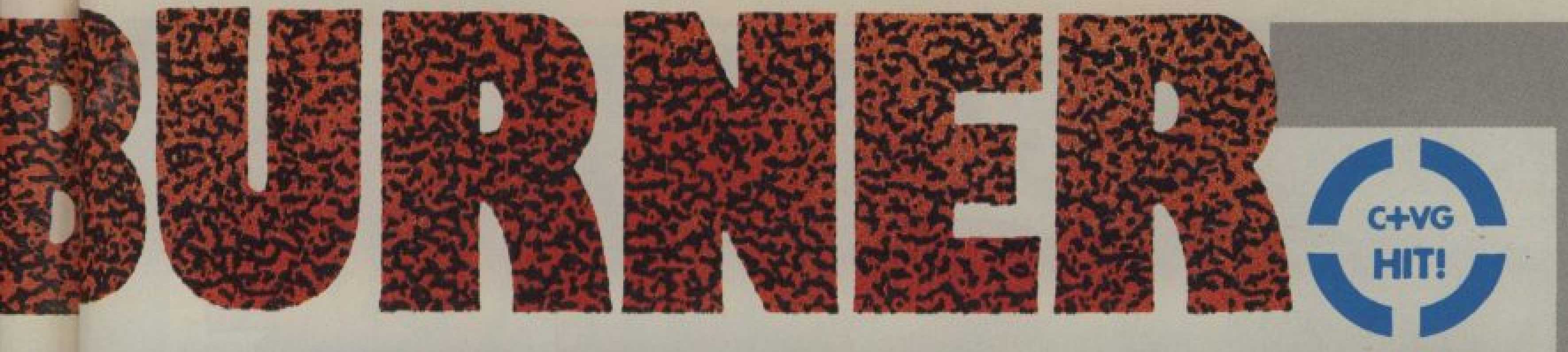
▲ *Banking steeply on the Speccy.*

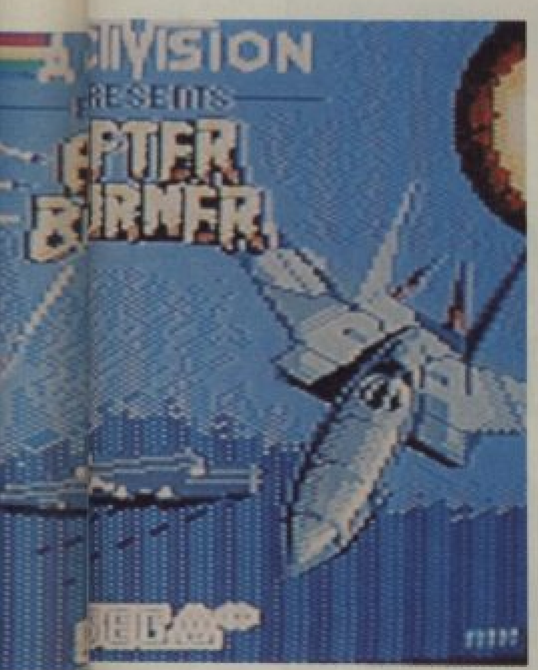



▲ *Speccy has tbe right opening sequence*

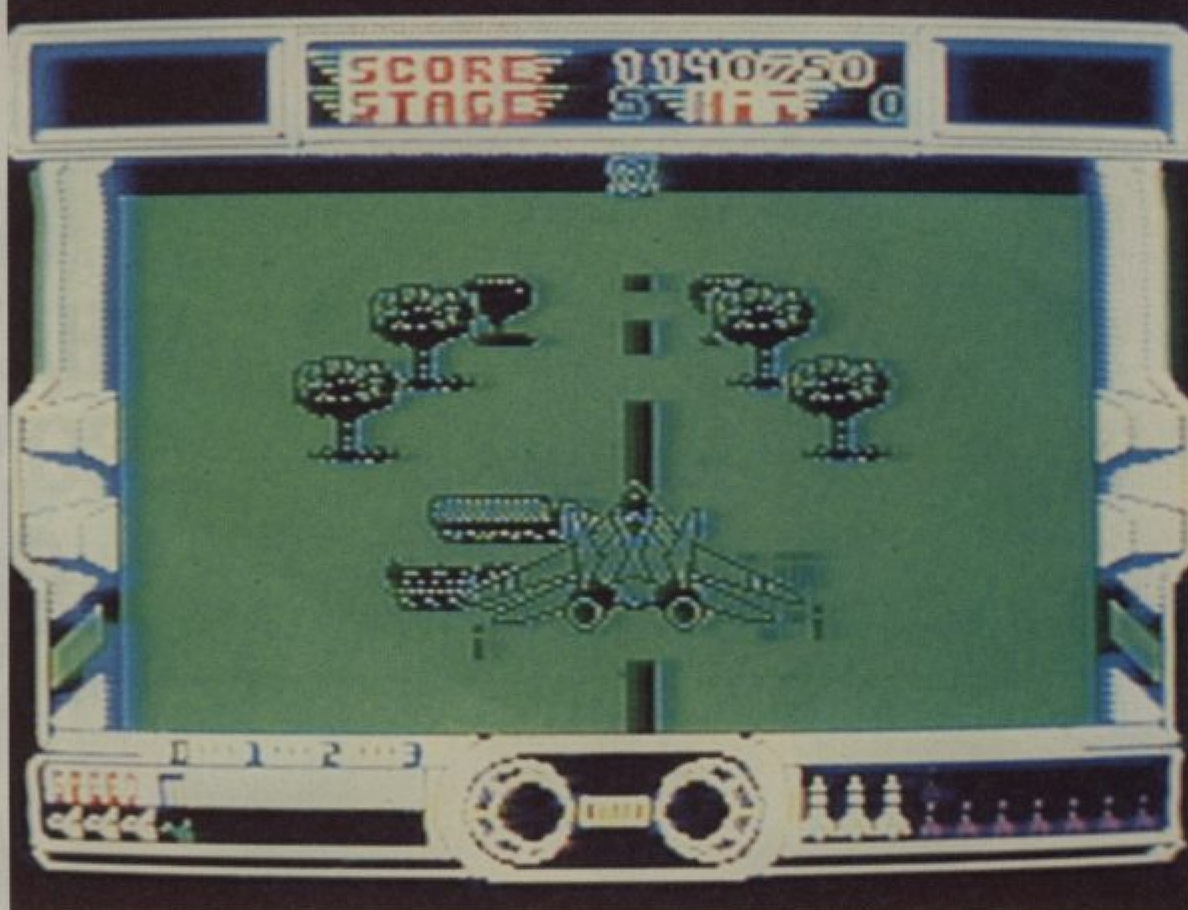
*Near perfect title screen on the 64.*








▲ *Swoop down to take out ground targets.*

...uence.

canyon have to be avoided, so it's useful to slow the plane down as much as possible – that way there's more time to pick the juciest targets and notch up as many points as possible.

There are also two friendly airfields to land on, where the plane is quickly serviced before resuming combat; it provides a very welcome breather from the frenetic action. The programmer has included the little *Hang-On* bike and *Outrun* car which follow the plane up the runway as it takes off – it's good to see that sort of attention to detail.

The original arcade game had lavish and very fast graphics. Unfortunately the colour is lost on the Spectrum – the playing screen is always a combination of two colours to avoid attribute problems – but the speed has been retained, and the game is as fast as its coin-op big brother.

The main sprite is clearly drawn and the 3D update on the enemy planes is smooth. There are few ground features, the majority of them seem to be bushes, but you tend not to notice when you're flying – there are far more important things happening on-screen to spend time gawping at that scenery. The canyon section is well executed, and again the update is convincing.

More importantly, the game is extremely playable. The plane handles beautifully, and targetting and firing missiles is easy. My one single gripe is that it's sometimes difficult to see incoming missiles due to the colour restrictions – but it doesn't ruin the game. Play is exciting, and the frenetic action keeps you on your toes constantly – the only time you can ever afford to relax is when the plane is on the runway!

The difficulty level is set quite high, and even though the game is started with a generous number of lives, it doesn't take long to blow up all the planes. Nevertheless, this small fact didn't stop me playing it incessantly!

*Afterburner*, is an excellent conversion, and while Keith Berkhill goes for a stroll on water, Spectrum owners at least can revel in one of the fastest and most impressive arcade games to appear in the six-year history of the machine!

And now that Activision has proved the seemingly impossible, the ball is now in US Gold's court. Will *Thunderblade* shoot down *Afterburner?* Or will *Afterburner* leave *Thunderblade* in its jet wash? One thing's for sure: *Thunderblade* will have to be exceptional to beat this.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 7 |
| ► VALUE | 8 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 90% |

## UPDATE . . .

**The 16-bit versions are being programmed by Argonaut Software, producers of Starglider I and II. Hopefully their usual high standards will be in evidence in their first arcade conversion.**

***Afterburner* on the C64 & Amstrad should be as fast as the Spectrum, and have more colours.**


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► **MACHINES: C64, PC.**
► **SUPPLIER: EPYX.**
► **PRICE: C64 CASS £9.99, DISK £14.95, PC £24.95.**
► **VERSION TESTED: C64.**
► **REVIEWER: TONY DILLON.**



▲ *Looks great but the ease of play spoils the game.*

# THE GAMES SUMMER EDITION

*TGSE*, or rather, *Summer Games III* falls well into the reputation of the seemingly endless Games series that started all that time ago with Summer Games. By that I mean great graphics, terrific sound, stacks of playability and horrendous multiloading.

The whole point behind the Games series is that they give all the same old twaddle, but dress it up so you think you're getting something new. And to be honest, they've done a fine job at dressing this one up.

What you get are right events, all portrayed in a new and interesting way. They are:

Diving. More than a little similar to the original *Summer Games* event, except that now it boasts much fancier graphics and is a lot easier. The idea is to make your man jump off the springy bit off wood/fibreglass and land in a large puddle in the nicest possible way.

Velodrome cycling. This is the event in which the two cyclists get chained to razor thin cycles and have to race headlong around the inside of a bowl. The graphics are done as first person 3D view, from slightly behind the cyclist. The 3D update is relatively smooth and very fast, giving a good overall impression of movement. Unfortunately, as before, the event is far too easy.

Hammer throwing. A good joystick waggler, this one, with some pretty amazing graphics. Waggle your stick to get the ball swinging, press fire, and then keep on waggling to get the man swinging and then press fire to let go. As there is only about one second in every twenty that's the exact moment to let go of the hammer, you usually find yourself completely mistiming it.

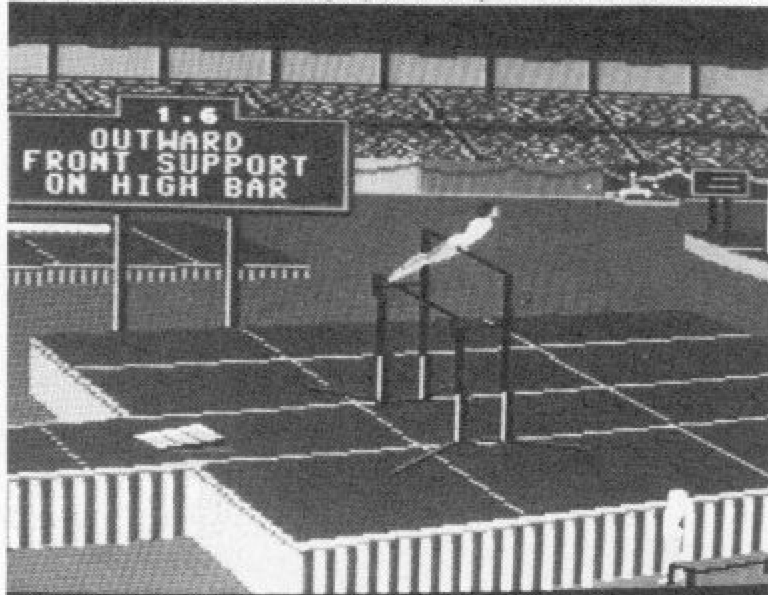
Parallel bars bars. Move the joystick in random movements left and right to get your athlete to do some pretty amazing things and rack up some pretty high scores. Yet another nice and easy event.

Rings. Waggle the joystick in either of the two directions to send your man up and down on the old chest muscle rippers. Yet another one of those events where you don't know what you're doing, but you still seem to do it pretty well.

Probably the most graphically interesting event is the Pole vault. Whilst your runner is racing toward the box, the 'camera' is positioned at the end of the pole, so you can look down and see his furrowed brow as he wonders whenever the pole will snap as it did to our own Daley Thompson. Once in range of the jump the view goes back to the old side on bit. Another remarkably easy event.

Hurdles. The normal bit. Waggle the joystick left and right to run faster and fire to jump.

▲ *Good presentation, nice graphics, but you've seen it all before.*




Archery. My fave. Waggle the joystick to build up the stress on the bow, then line up the sight on the target, making sure to compensate for the wind shown by the windsock.

As usual, the game is multiload, and as this isn't much of a problem as far as disk owners are concerned, cassette owners are in for a nightmare. Most events take around three and a half minutes to load. That's a long time considering that most of the events don't take that long.

I quite like *TGSE*, but there is, as always, a fault or two. With this, the fun is incredibly short lived, due to the quickness and relative easiness of the events. That, plus the loading times, aren't enough to keep anyone playing past their bedtime.

| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 7 |
| ► VALUE | 6 |
| ► PLAYABILITY | 4 |
| ► OVERALL | 70% |

## UPDATE . . .

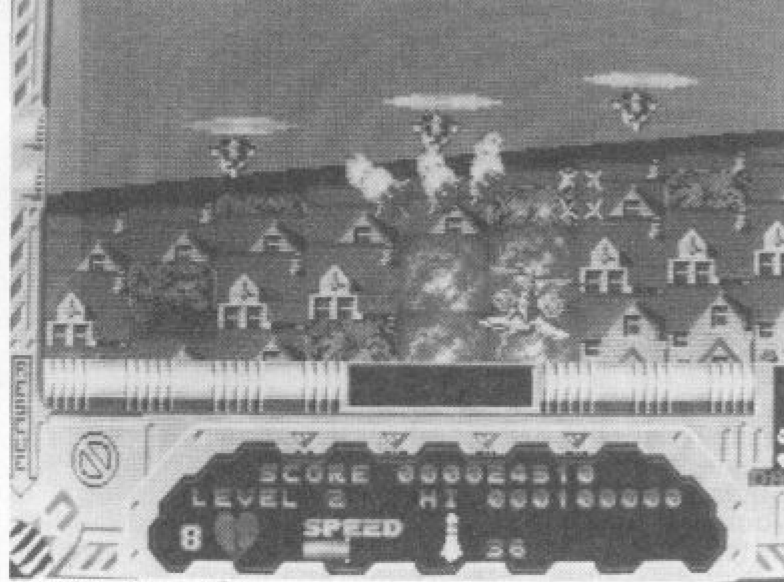
**The PC version is pretty similar to the 64 version, with only a couple of slight colour and sound differences. Also, instead of running the 110m hurdles, you run the 400m hurdles. Strange.**

**Spectrum and Amstrad versions are being worked on and will be released soon.**

**Amiga and ST versions will definitely happen and will be even more fabbo than *Californian Games*, but don't hold your breath. They won't happen until well into '89.**

# Reviews

# HELLFIRE ATTACK



▲ *Hilda Ogden's place goes up in smoke.*

- ► MACHINES: SPECTRUM, C64, AMSTRAD, AMIGA, ATARI ST.
- ► SUPPLIER: MARTECH.
- ► PRICE: SPEC £8.99/£14.99, C64, £9.99/£14.99, AMS £9.99/£14.99, ST/AMIGA £19.99.
- ► VERSION TESTED: ATARI ST.
- ► REVIEWER: MATT BIELBY.

Martech's *Hellfire Attack* is a scrolling shoot 'em up not . . . ah, 100% unlike certain other high profile shoot 'em ups you will be seeing and reading about in the run up to Christmas.

You play the pilot of a Supercobra attack helicopter flying against wave after wave of enemy fighters jets, choppers and missiles. The scrolling isn't perfect, with many of these jumping towards you in a steady series of jerks rather than getting progressively larger, but since even such games as Victory Run on the PC Engine suffer from the same fault, it is forgivable.

Whoever played designer on this game must have visited some pretty strange places, however, as the first two levels consist of a bizarre combination of woods, castles and Manchester-style terraced suburbia, with level three showing a rather radical interpretation of what we would normally think of as oil rigs. In other words, none of the backdrops resemble anything that could be confused with reality, and thus far from being an "arcade simulation" of an attack chopper it occupies the strange limbo between the world as we know it and pure fantasy. No attempt is made to suggest why we should spend ten minutes shooting up Coronation Street before being whisked immediately into a frozen polar seascape, and so the obvious inferance is that they have had trouble trying to interpret the complex sprite movements this sort of game requires onto even a 16 bit machine, and so have let the "concept" of the thing go to pot.

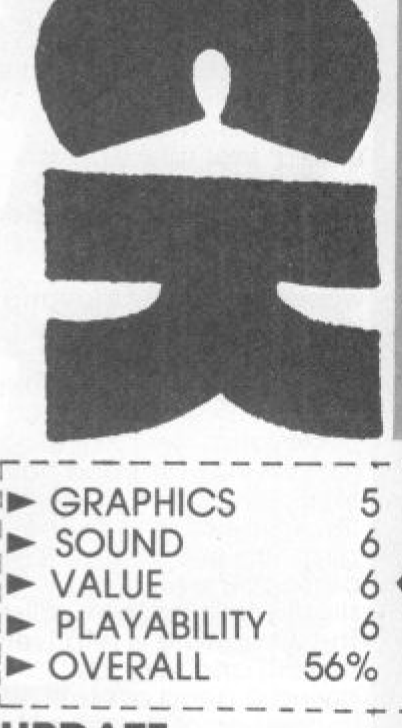
"Heads Up!" reads the legend as your 'copter rises into the air at the start of Level One, the rotors making a harsh whir and the gun sight hovering a few inches above you. The guns fire automatically the moment you are airborne, and with rearmament stops between the level there is no danger of running out of ammo. Your joystick buttons allow you to fire extra rockets, and the space bar on the computer gives you turbo boost with a decidedly unhandy flick of the heel. Honestly, this would have been far better incorporated into the joystick with a double click or something – no one wants to have to take their eyes off the screen and one hand off the stick.

And whatever its other faults, there is no way you could fairly accuse this game of being slow. Waves of 'copters rush towards you, and while in the early levels it isn't too hard to avoid them by skirting around the edges of the screen, you can't count on this technique for long. With a homing missile nearly always right on your tail, it is impossible to use the centre of the screen for fear of it it connecting. This can force you into a corner and . . . Whammo! It would take some hot shot flying to stay in one piece against the whole barrage of attackers.

*Hellfire Attack* isn't too bad a game – I enjoyed some of the backgrounds and the frenetic action was sort of fun.



▼ *Missiles & choppers zoom to the attack.*



| | |
|---|---|
| ► GRAPHICS | 5 |
| ► SOUND | 6 |
| ► VALUE | 6 |
| ► PLAYABILITY | 6 |
| ► OVERALL | 56% |

## UPDATE . . .

**Hellfire Attack should be released on all formats at once, and though at the time of writing we haven't seen finished 8 bit versions we heartily recommend you look before you buy (in other words, they may not be too hot).**



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Reviews

# SDI

► MACHINES: SPECTRUM/C64/ST.
► SUPPLIER: ACTIVISION.
► PRICE: C64/SPEC £9.99 CASS, C64 DISK £14.99, ST £19.99
► VERSION TESTED: ST.
► REVIEWER: JULIAN RIGNALL.

Some great fool has pressed THE button and started World War III. Who started it? Nobody knows, but hallaluhah, the missiles are flying and the only thing standing between them and the obliteration of the entire Western hemisphere is you and your *SDI* satellite. Yes, that whacky little Star Wars defence system that cost a mere 59 zillion dollars and was fully endorsed by everyone's favourite cowboy President, grinning Ronnie Raygun is about to have it's first test run – and its curtains if you fail to do your duty in this latest Sega coin-op conversion.

The first scene is set in space, with mother Earth forming a part of the horizontally scrolling backdrop. The player's satellite is dropped off by a friendly space shuttle, and the action begins.

The aim is to shoot down all hostile missiles and satellites by blasting them with your laser, which is aimed with a mouse-controlled cursor in similar fashion to Atari's ancient *Missile Command*. For some reasons which will remain nameless – let's call it game designer's licence – the lasers don't strike their target instantly, but take a split second to get there, sometimes allowing the target to slip by before the lasers impact. Therefore, for faster moving targets it's often wise to shoot just in front of them to ensure their destruction.

The satellite can also be moved, either by trundling the mouse while the left hand button is depressed, or using a joystick in the other part in conjunction with the mouse giving a similar feel to the arcade game, with its joystick and trackball. Although this sounds a little tricky, the latter control method is excellent – more that can be said for mouse only, which is very sluggish in practice and tends to cause frustration when the satellite won't move quickly enough. The reason for satellite movement is that if an enemy space vehicle hits it, a life is lost and the level is restarted from scratch.



▲ Defence mode is engaged – as the nu[...] fly

Occasionally a friendly satellite appears which drops a power pod when blasted. When this is picked up, an extra feature is added to your craft; a yellow pod gives extra firepower, a red one gives multiple cursors (up to three) and blue pods give extra speed when moving the satellite.

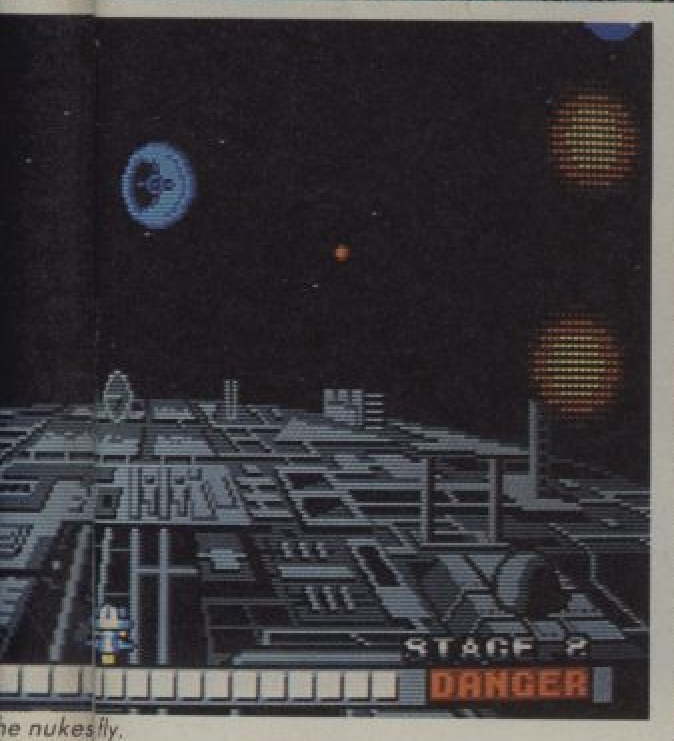
Each level lasts for a specific period of time, and if every enemy missile and satellite is blasted, a 20,000 point 'perfect' bonus is awarded, and the player goes on to tackle the next level. If some missiles get through the defence, indicated by a damage meter at the bottom of the playing area, the player has to endure a 'defensive' level.

▼ Don't let those nukes slip past you.

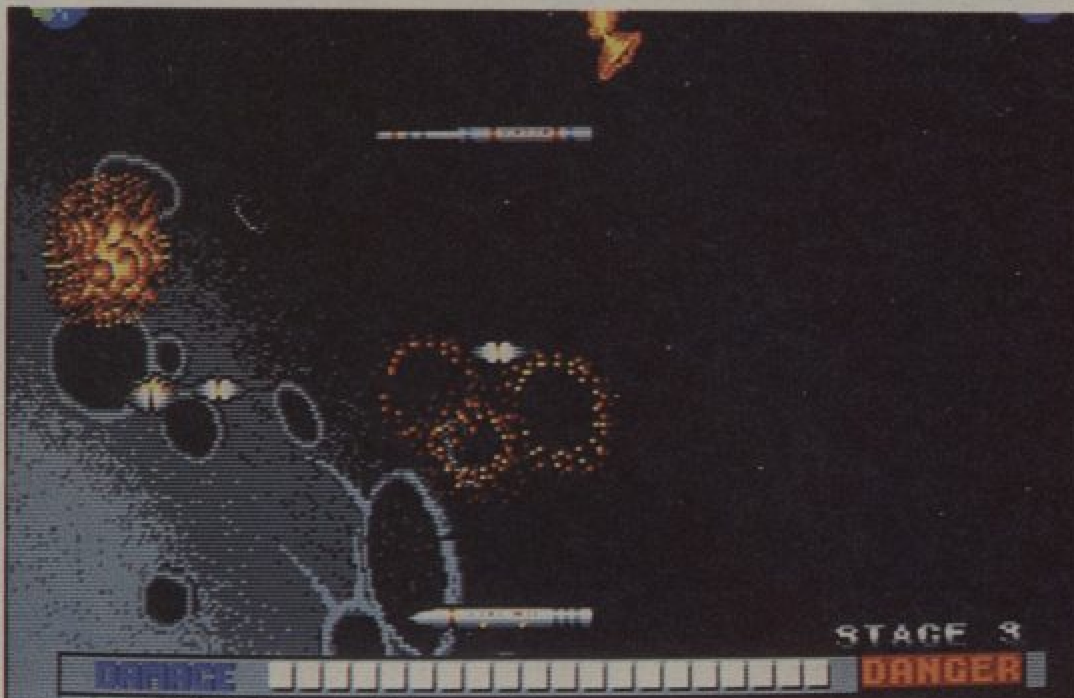



▼ The world turned ups[...]e [...]






...e nukes fly.




▲ *A rare game that is better to play with a mouse.*

At the bottom of the screen is the Earth, oblivious to the clusters of missiles winging their way over the horizon. These are shot with lasers before they fall to earth and wreak immeasurable damage. Any missiles that sneak through add even more to the damage meter, which results in a loss of life if it is totally filled. When the assault is over, the percentage of targets shot down is displayed, and converted to points before the second level begins.

This is played over a different backdrop, and although fundumentally similar to the previous level, has faster and more aggressive enemy forces. There are twelve levels in all, each offering an increasing level of difficulty.

A neat feature is the playable highscore table, which apparently leads to a cheat level if you can complete it. Scores are automatically saved for posterity – a presentation point I applaud.

At grass roots, *SDI* is a *Missile Command* variant, although enough has been added to make it a thoroughly addictive game. Reactions are tested to their limits as swarms of enemy craft and salvoes of missiles fly around the screen. I particularly like the joystick/mouse control option, which keeps the gameplay at a frantic level as you co-ordinate both hands to inflict as much damage as possible, yet stay out of harm's reach.

The graphics are colourful and detailed, and the horizontal scrolling is surprisingly smooth. A parallax starfield is also used to get good effect.

The backgrounds are nicely detailed, and in the midst of the action, the colourful explosions look as though a firework display is taking place!

There's a different tune on each level – some are rather mellow and melodious, quite a feat for the usually tinny ST sound chip. The sampled loading music is also good, although it's a little scratchy in places.

*SDI* is a very simplistic game, but that's where its appeal lies – you can load it any time, put your brain in neutral and blast away until your heart's content. Take the initiative and try it out.

| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 8 |
| ► VALUE | 6 |
| ► PLAYABILITY | 8 |
| ► OVERALL | 81% |

## UPDATE . . .

**Both the Spectrum and Commodore versions will be available shortly. They're both looking good, although how the games will play without the mouse/joystick option is another matter entirely. Our advice is to test them out first.**

...ed upside down . . .




▼ *A nuke is taken out by gunner Rignall.*



# CRAZY CARS II













AMIGA
ATARI ST
PC
AMSTRAD CPC
SPECTRUM
C 64/128

SCREENSHOTS FROM AMIGA VERSION



TITUS

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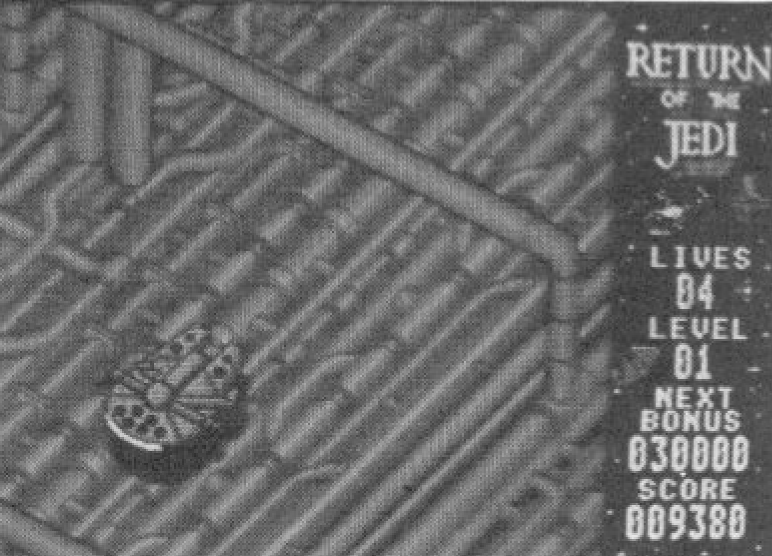








► MACHINES: ST, AMIGA, C64, SPECTRUM, AMSTRAD.
► SUPPLIER: DOMARK.
► PRICE: SPEC/AMS/C64 CASS £9.95, C64 DISK £12.95, SPEC/AMS DISK £14.95, ST/AMIGA £19.95.
► VERSION TESTED: ATARI ST.
► REVIEWER: CIARAN BRENNAN.



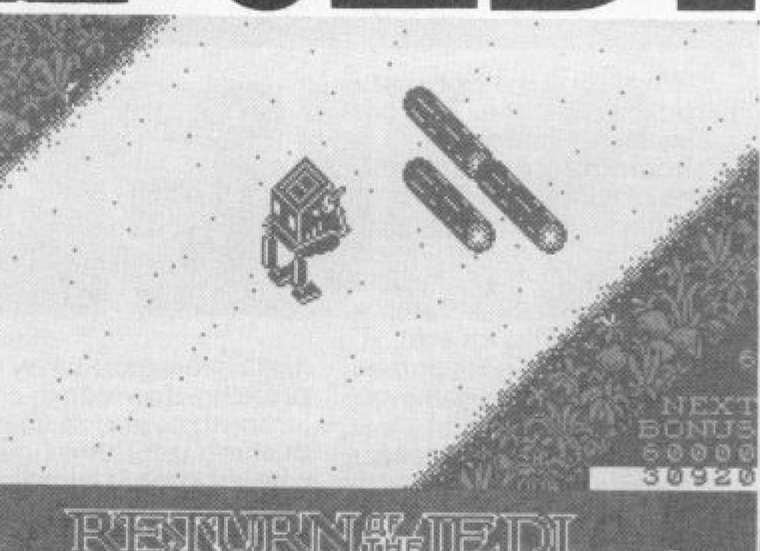
▲ *Scrolling through the grids on the ST.*

# RETURN OF THE JEDI

A long time ago in a galaxy far away, a powerful regime known as the Atari Corporation produced a series of massive coin-op games – *Star Wars, The Empire Strikes Back* and *Return Of The Jedi*. Meanwhile, in far off Wimbledon, a small, revolutionary outfit, Domark, managed to infiltrate the Atari HQ and escape with the home computer licences for these games. Over the past year Domark has successfully converted the first two – but now can it pull off its third and most difficult mission, making a good job of *Return Of The Jedi*, and thus makes the universe a safer place?

The first section takes place in the forest of Endor, where you (as the Princess Leia – no sexism here buddies) race along a diagonally scrolling pathway on a high-tech speederbike avoiding the copious forestry and keeping your eyes peeled for the Imperial Stormtroopers who wait behind the trees like evil speed cops.

The scrolling is super smooth and the sprites and backdrop are good enough, but this section is let down by a couple of little faults. First of all the joystick control is sloppy, making controlling the speederbike into a little too fine an art for my liking, and second the action scrolls by at a fixed speed – pushing forward rushes the player towards the top of the screen, but once there the action returns to its normal pace. But for all that this is a compulsive enough task, finishing only when Princess Leia reaches the Ewoks' base camp to be greeted by an ecstatic R2D2 and C3PO.



▲ *The AT-AT tackles snowy Speccy terrain.*

At this point your body changes dramatically. You grow by about three feet and develop a nasty bodily hair problem – that's right you're Chewbacca the Wookie! Things aren't going too well for old Chewie, as he's at the controls of an Imperial Scout Walker and attempting to take it to a bunker to relieve a pretty desperate Han Solo.

Once again the background scrolls diagonally (although this time it's from bottom right to top left) as Chewie attempts to avoid or destroy oncoming logs and boulders. During waves two and three a 'split wave' effect comes into operation, with the action switching at crucial points from the forest to the Death Star where Lando Calrissian is taking the Millenium Falcon on a do or die mission to destroy the central reactor.

Lando also has to battle along a diagonally scrolling landscape, with Imperial fighters in hot pursuit and dangerous protrusions jutting from every wall. The action gets a touch hectic at this point, as you have to keep a close eye both in front of the Falcon for obstacles and behind for the enemy.

▲ *Into luxuriant forests on the ST.*

It's difficult to decide whether *Jedi* is a good finish to the Star Wars series or some kind of space turkey.

The presentation is up to Domark's usual high standards, with a choice of three difficulty levels, demo mode, high score table etc.

*Return of the Jedi* is probably not as good a game as either of its predecessors, but it is a good conversion and an adequate game in its own right.

| | ST | SPEC |
|---|---|---|
| ► GRAPHICS | 7 | 8 |
| ► SOUND | 7 | 8 |
| ► PLAYABILITY | 7 | 8 |
| ► VALUE | 6 | 6 |
| ► OVERALL | 67% | 72% |

**UPDATE . . .**

**All versions with play similarly to each other. Amiga will have speech and better graphics.**




# GAME OVE

► MACHINES: SPECTRUM, AMSTRAD, C64, ST, PC.
► SUPPLIER: DINAMIC (E.A.).
► PRICES: SPEC/C64/AM CASS £8.99, DISK £12.99; ST/PC £19.95.
► VERSIONS TESTED: AMSTRAD/ST.
► REVIEWER: MATT BIELBY.

First things first: there is no way you can argue that *Game Over II* isn't good value. There is a lot of game here for the money, from outer space shoot 'em ups through *R-type* style tunnels to *Rastan*-like beating and blasting – almost as much as one of those budget compilations. With winter setting in, you need something to fill the evenings.

The 8 bit versions come with the first one on the flip side. Add this to the free poster – featuring some of the most attractive but least relevant box artwork we've seen for a while – and you've got quite an attractive little package for your Amstrad or 64.

The game comes in two loads, the first of which you have to complete before you gain the access code for the second (and no, I'm not going to tell you what they are). Let's go through the levels in order, shall we?

After the nice title screen, we're straight into the action with a bang as we approach the enemy prison planet. Two sorts of aliens approach – those that fire back at you and those that swirl around the screen – as well as a number of asteroids.

Unfortunately, your ship will insist on drifting back to the left of the screen at every opportunity – leaving your very vulnerable to incomings from the left – and shouts of "That came nowhere near me!" could be heard to echo around the office. If your ship was more manoeuvrable, everything a little less jerky and the collision detection less ropey, it would be a very playable little Amstrad game.

It's down the tunnels and into the planet next, for a –




▲ *Game Over II – we wish it was.*

# FINAL

► MACHINES: C64, ST, AMIGA, PC.
► SUPPLIER: EPYX.
► PRICE: £19.95, 64 £14.95, 16 BITS.
► VERSION TESTED: AMIGA.
► REVIEWER: TONY DILLON.

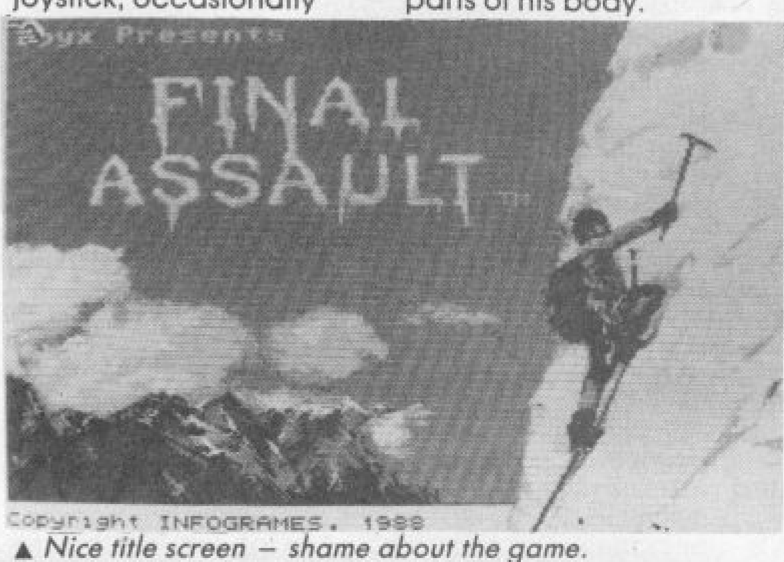
I can quite happily say that *Final Assault* is, without a shadow of a doubt, the greatest, graphically best, most exciting and most realistic mountain climbing game ever. Probably because it is, as far as I can remember, the only one ever.

Before you can begin your ascent to the top, you have to make some vital decisions including the route you wish to climb. The route you choose greatly reflects what kind of a chance you're going to have to get to the top. If you choose an easy course, you are allowed to lose your footing three times before you die. Choose a hard one, and you only get one chance.

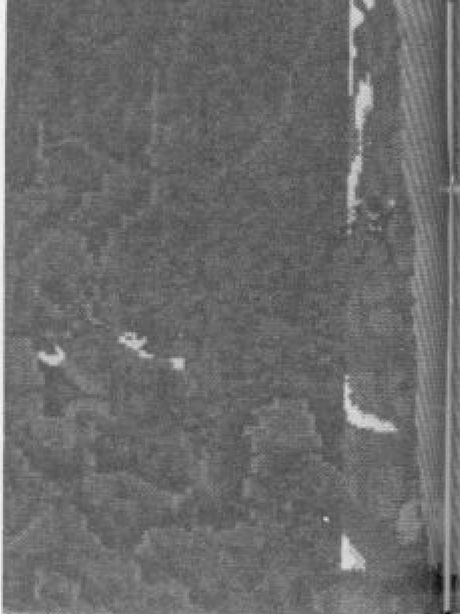
Still, on with the decisions. The next thing you have to bend your brain over is whether to take champagne or not, or a bobble hat, or climbing spikes, or anything. Yes, it's "What shall we put in our rucksacks" time. The most important things you should bring, apart from the obvious stuff like crampons, soft shoes, rope and a copy of C+VG, are things to warm you up, like clothing or drink (Rum, wine, hot chip fat etc). Once you've got yourself kitted up, it's onto the icy slopes you go.

Before you get there, you've got to walk along the gentle slopes. This is done by, and don't laugh, moving left/right on the joystick, occasionally testing the ground by pressing down and jumping over cracks by pushing up. This is how the whole game is played. Rather than move the climber as a whole, you have to move individual parts of his body.

So, you've got to your first bit of vertical rock. What now? You can climb it by hammering in the old iron spikes and hauling




▲ *Nice title screen – shame about the game.*

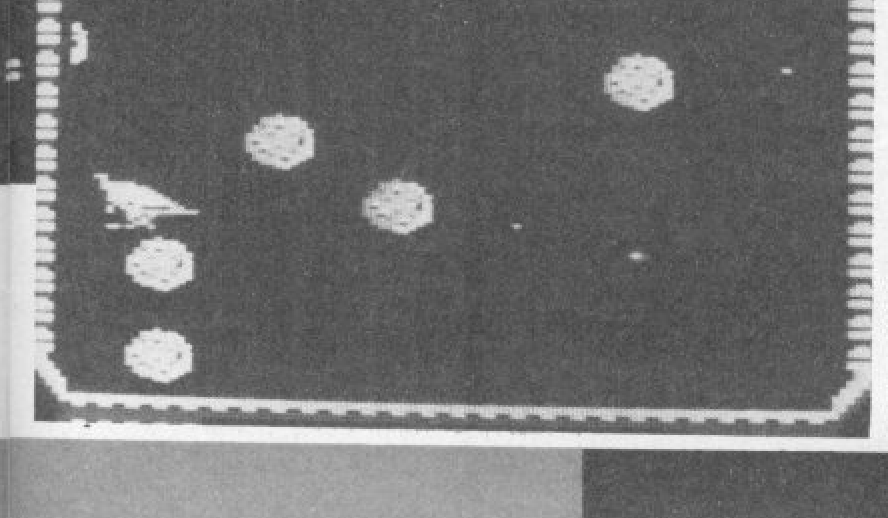


▲ *Surely someone can do a better* [cut off]

ER II

thankfully short – three minutes of the worst *R-Type* clone ever seen. This hardly bears writing about, except to say that on the Amstrad the snakes die very easily, and you should be able to get through without losing a life, while the ST features the world's worst collision detection.

▼ *Doge those Ginger Snaps.*



Woe betide you if you dare venture anywhere near the top of the screen!

The last section of this load has you step out of your space ship and mount a space-ostrich thingy. Armed with a "photonic" blade which looks like a giant yo-yo on the Amstrad, you slash your way through a swampful of giant frogs and pterodactyll riders. Come out the other side and it's the end of load time, just in time for a cup of tea and a sticky bun.

Throughout Load Two you play a jet pack equipped little chappy, armed with a variety of weapons as the phases go on. There are six stages, the first of which involves using your jet pack to keep above the action as much as poss, while you roll a tame ball shaped creature into hostile members of the same species. As you enter the alien base there are a variety of bad guys to cope with, including men on living, biting Space Hoppers and floating monstrosities which materialise in front of you.

By now you should have picked up a gun as you make tour way through the maze of tunnels, eventually coming into a wooded area where the key to a blue door lurks. There are plenty of extra lives hidden around here, so you can afford to die a few times and still continue the game. Through the door lurks a monster filled lake, a section where you must use a helicopter to avoid falling rock and leaping lava (decent of the aliens to leave a Jet ranger lying around) and the final level where you get to free your friend from prison.

The whole thing is laughably bad on the ST – no wonder they haven't bothered with an Amiga version – but the 8 bit package is generous, and while it won't set the world alight, could be a wise purchase. Though C64 owners are – still – spoiled for choice, there is too little around on the Amstrad for this to be ignored.

None of the shoot 'em up styles that make up the various levels are good enough to stand up on their own, but together they make for a quite appealing package.

| | AMSTRAD | ST |
|---|---|---|
| ► GRAPHICS | | 2 |
| ► SOUND | 5 | 2 |
| ► VALUE | 8 | 3 |
| ► PLAYABILITY | 6 | 4 |
| ► OVERALL | 74% | 21% |

**UPDATE . . .**

**All the versions mentioned at the top of the page are released simultaneously, but no Amiga is going to be available. Some surprise.**

L ASSAULT

yourself up. This is done by pushing up to hammer the spikes in, pulling down to move the climber's legs, and then pushing up to move the climber and get him to put in the next spike. It's wild, it's wacky, it's boring.

Finally you reach the real challenge, the vertical slope.

One of your climber's appendages flashes at a time, and you have to move the joystick up or down to cycle through the various ways he can position it. Once happy that he's got it in place, press fire to move the next bit until you've got both arms and legs in the perfect position.

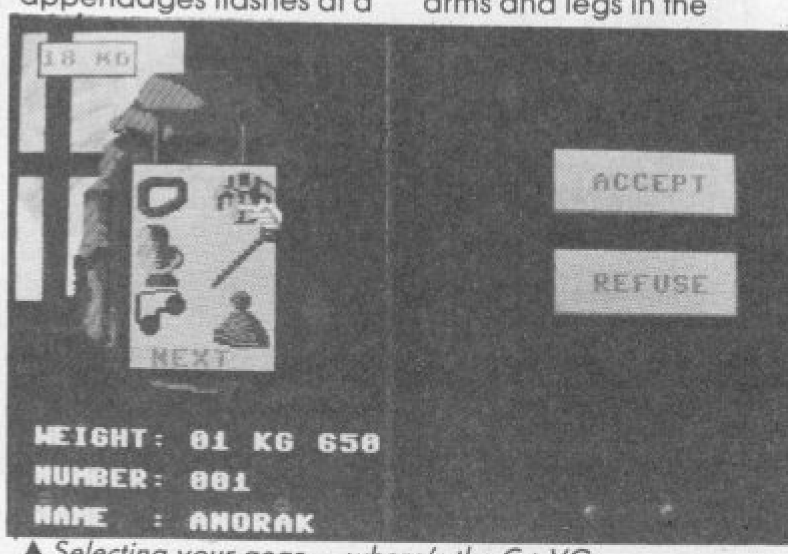
*Final Assault* isn't rubbish. In fact it's quite fun. It's nice to know that there is still some originality left in the market. The only problem is, it's far too easy. On my first go I played at intermediate level and finished it without any problems. With that problem in mind I have to give *Final Assault* the thumbs down.

| | 64 | AMIGA |
|---|---|---|
| ► GRAPHICS | | 6 |
| ► SOUND | | 5 |
| ► PLAYABILITY | | 5 |
| ► VALUE | | 5 |
| ► OVERALL | | 57% |

**UPDATE . . .**

**The ST version of Final Assault has identical graphics to the Amiga, though, as is the case with nearly all ST games, doesn't have nearly as good sound. The PC version, funnily enough, also boasts the same well-detailed visuals, with some attractive sound to boot.**

*etter cl bing game than this.*




▲ *Selecting your gear – where's the C+VG.*

THE ARCADE GAME OF THE YEAR




AVAILABLE ON:
CM ¥ SPECTRUM
AMSDIAD ¥ ATARI ST
¥ AMIGA ¥ IBM PC

P R ¥ SO VI ¥¥¥ ' ¥ t







► MACHINES: SPECTRUM, C64, AMSTRAD/AMIGA/ST.
► SUPPLIER: FIREBIRD.
► PRICE: SPEC £8.99 CASS, AMS/C64 £9.99 CASS, ST/AMIGA £19.99.
► VERSION TESTED: SPECTRUM. 64.
► REVIEWER: TONY DILLON.

If I was to walk up to you in the street and tell you that a Spectrum was capable of an almost arcade quality game with huge, colourful graphics and immense playability, what are the odds you'd have me locked away. That's why I'm not going to tell you in the street, I'm going to write it here. The Spectrum is capable of an arcade quality game. You still don't believe me? Then feast your eyes on *Savage*.

*Savage* is, if you didn't already know, the hottest game from Telecomsoft yet, who seem to be having a bit of a ball at the moment, what with *Carrier Command* and *StarGlider II*, and these still screenshots can't even begin to convey the wonderfulness of this game. It's the only game that makes a colour monitor worthwhile for the Spectrum. It's amazing!

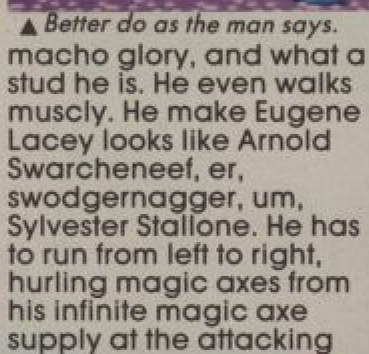
Savage is a 6'4'' blond haired, macho Danish programmer-type person, whose girlfriend has been kidnapped. His job is to rescue her, through fire and ice, come hell or high water. Savage's woman has been woman-napped by some vicious fiend (probably) and so, as lovers do, he's set off to rescue her through three levels of glorious technicolour, non-clashing, brilliant, 100% pure arcade action.

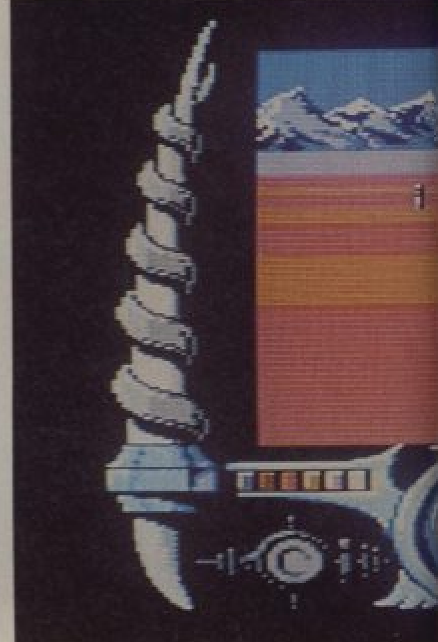
The first features our hero, *Trantor*-like, in all his



▲ *Better do as the man says.*

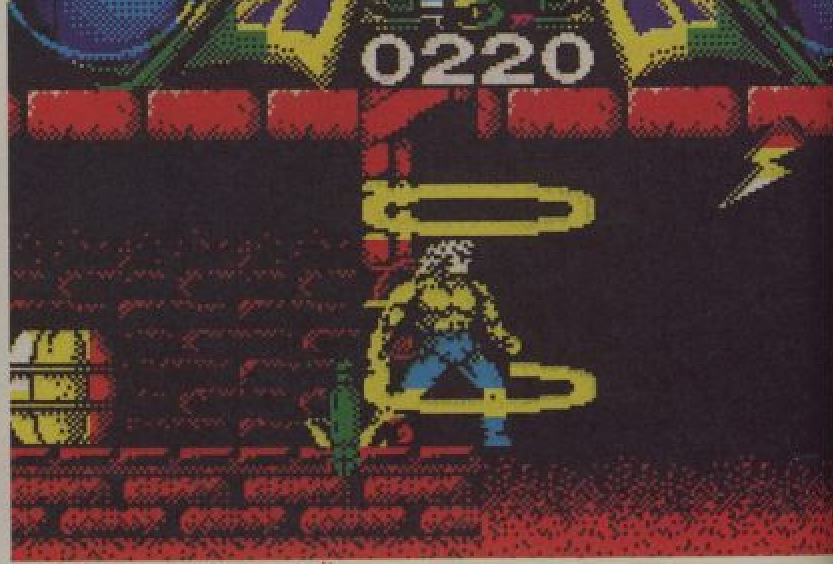
macho glory, and what a stud he is. He even walks muscly. He make Eugene Lacey looks like Arnold Swarcheneef, er, swodgernagger, um, Sylvester Stallone. He has to run from left to right, hurling magic axes from his infinite magic axe supply at the attacking




▲ *Hula that hoop.*



▲ *Things are a bit too quiet . . .*



*Savage, standing proud!*

flies, spiders, and Ad Managers. Yes, even in a game as wonderful as this, our own Garry Williams makes an entrance as a huge, pot-bellied, lager swilling ad-selling demon, who bounces around hurling lightning bolts, which is only slightly different to what he normally does. He bounces around hurling abuse. The graphics are huge, well animated, colourful, non-clashing and simply amazing. Definitely a must see.

Pass that lot and it's onto the second level, which is a 3D jaunt, Space Harrier-like, through a

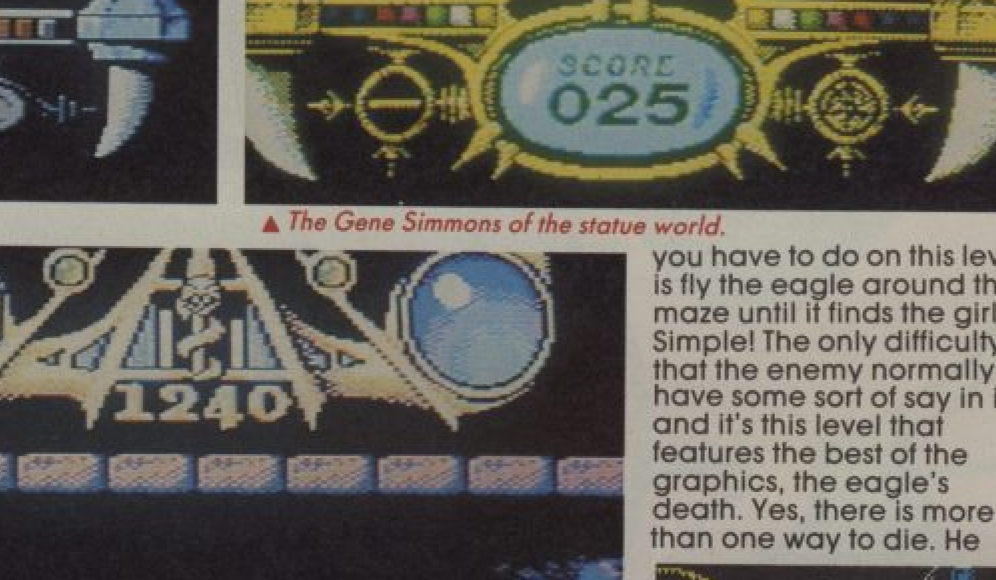









▲ The Gene Simmons of the statue world.





▲ I wonder if it's friendly.

nightmare world of rotating head-shaped monoliths and totem poles that stick their tongues our rudely when they get close. As usual fast, colourful graphics abound, and the 3D movement works really well. Funnily enough, the programmer has quite cleverly managed to get brown as one of the colours on the scrolling floor. Quite clever considering the Spectrum doesn't have brown as a base colour.

That is the beauty of *Savage* – it pushes the Spectrum even further than anyone believed it could be pushed right at the end of 1988. The 16 bit version promise some surprises as well from what I've heard – liked the digitised roar of our hero who shouts *"Savage"* every so often on the Amiga version.

Next it's onto the third and final level. The girl is hidden somewhere in a maze far too difficult for *Savage* to negotiate, so he sends his pet bird in. For most people, a pet bird is a budgie or a canary. For Savage, it's an eagle. What you have to do on this level is fly the eagle around the maze until it finds the girl. Simple! The only difficulty is that the enemy normally have some sort of say in it, and it's this level that features the best of the graphics, the eagle's death. Yes, there is more than one way to die. He can get squashed under a falling pole, he can get impaled on spikes, he can merely get his head bitten off and fall to the floor all portrayed in similarly gory ways.

*Savage* is definitely one of the best arcade games yet seen on the Spectrum. If you don't buy it, it's not worth your while having a Spectrum.

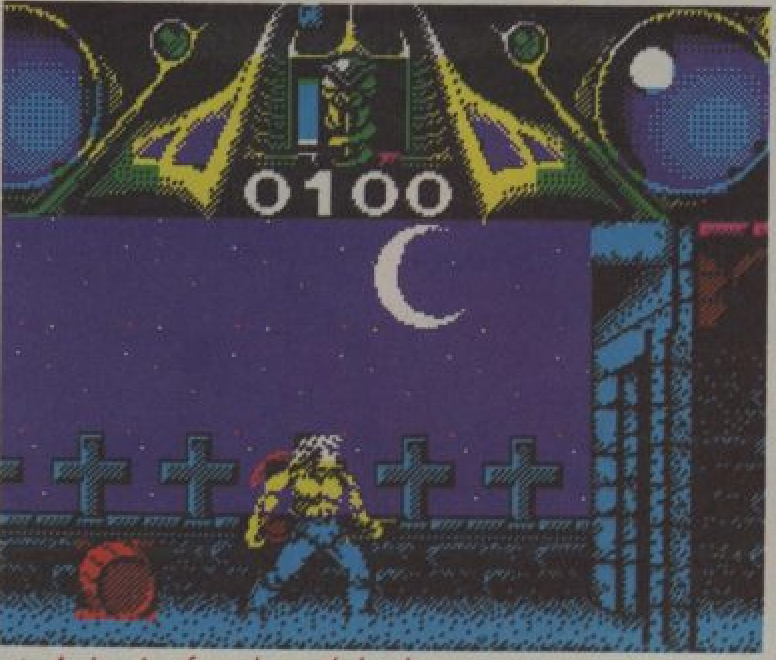
Savage could be the game that puts development house Probe well and truly on the map. Congratulations are due all round.



| | 64 | SPEC |
|---|---|---|
| ► GRAPHICS | | 9 |
| ► SOUND | | 7 |
| ► PLAYABILITY | | 8 |
| ► VALUE | | 8 |
| ► OVERALL | 78% | 87% |

## UPDATE . . .

**The Amstrad version looks and feels pretty similar to the Spectrum version, the only main difference being that there's considerably more blood when you die on the third level. The C64 version, funnily enough, is also looking pretty similar to the Spectrum version. How it plays remains to be seen. ST and Amiga versions will be available soon, boasting even better graphics, and an amazing soundtrack on the latter. Gameplay will be the same – but is three levels enough to justify the price tag?**



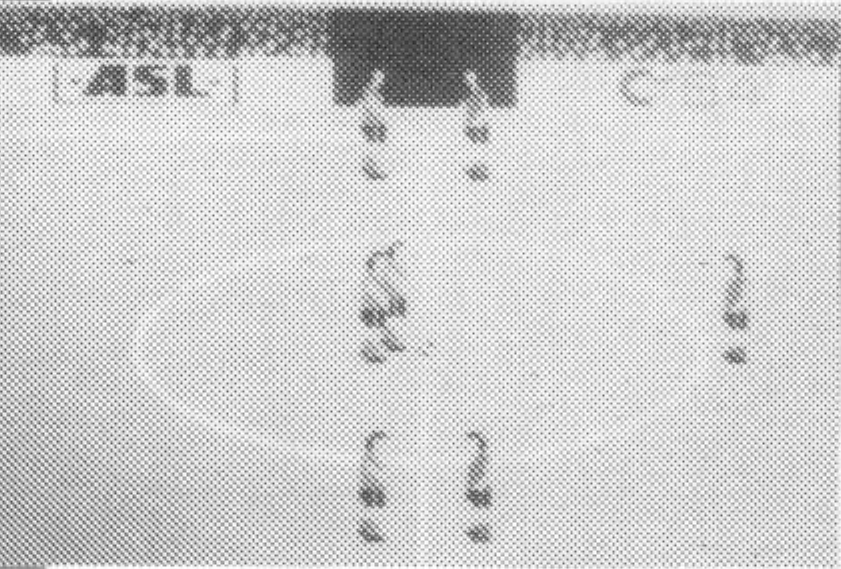

▲ A nice view from the castle battlements.

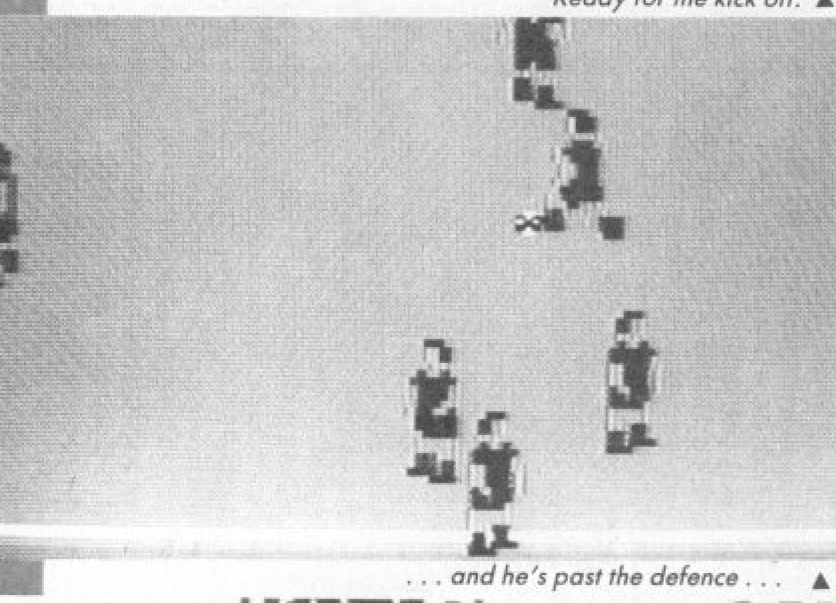


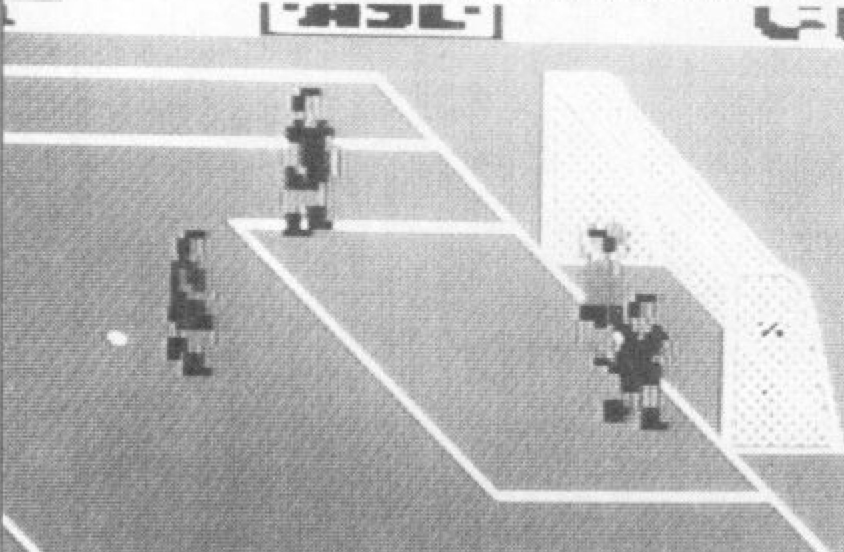
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Screenshots taken from ATARI ST.
Screenshots taken from SPECTRUM




# EMLYN H
# INTERNATIO


Ready for the kick off. ▲


. . . and he's past the defence . . . ▲


. . . and it's in!!! ▲

► **MACHINES: 64, SPEC, AMSTRAD CPC.**
► **SUPPLIER: AUDIOGENIC.**
► **PRICE: SPEC CASS, £9.95; C64 CASS, £9.95; DISC £12.95; AMS CASS £9.95; DISC £14.95.**
► **VERSION TESTED: 64.**
► **REVIEWER: TONY DILLON.**

"Oooooooh! It's greeeet! I know it, I know it! . . . No, it's gone. You're me mate, you are. Eeeeeeh!". The unmistakable tones of your own Emlyn Hughes, sportsman, comedian, popular TV personality and all round rectum pain has been given his own game. Oh dear . . .

Take a look around these two pages and match the screen shots to the next statement. *Emlyn Hughes International Soccer* is the best ever 64 arcade football, even better than the fab *Microsoccer*. The graphics are terrible, you may say. No they're not. The still graphics are less than wonderful, I know, but the animated graphics are unbelievable. The movement is just so smooth and fluid, it has to be seen to be believed. Though blocky, the graphics are amazingly clear, and at no time is there any doubt as to what a player is doing or in which direction he's going.

The best way I can describe *EHIS* is to say that Audiogenic has taken the style of graphics from *International Soccer*, made them much better, added myriads of extra frames of animation and new moves, blended in the league and cup bits from *Matchday 2*, put in a spot of *Tracksuit Manager* options here and there, and come up with quite an amazing product.

The first thing I will praise about this game is its amazing ease of use. Between matches, you are presented with a large blank 'workspace' and a bar at the top of the screen. This is where all the work is done as far as setting up matches and basic game options is concerned.

Move a pointer to the bar, and four pull-down menu titles appear. Move the pointer over one of the titles and press fire. The menu then appears, and what a menu. On each of the four is a choice of at least 15 options. That's over 60 options in total, allowing you to change team names, players names and statistics (speed, attacking strength, defensive qualities), team colours, allow you to start a league or a cup tournament between eight teams, any or all of which can be under human control. On top of that you can choose to just save out a team or two, or save out all the game options, including team colours, current cup league status. In short, everything.

You get out onto the pitch after all the decision making, and your team runs out on pitch, alongside the opposition. Here is where the game gets special. As I've already stated, the graphics are amazing. Large and beautifully animated. The diving headers are terrific, and the goalkeeper diving and catching the ball is enough to have you on the edge of your seat.

The sound is pretty ace, too. A quiet crowd rumble goes on continuously in the background, building every time something important happens, like you take a shot at goal and miss. Persons with klaxons honk out the familiar "Honk-honk, honk-honk-honk, honk-honk-honk-honk etc", as well as realistic ball-bouncy sounds and an interesting clank when the ball hits the crossbar.

Now I get to the best bit of

# HUGHES
# ONAL SOCCER




all: the gameplay. On the options screen you can choose how advanced you want to play the game, and the later levels, though hard to get into at first, are well worth getting the hang of. At the very basic level, the game plays much along the same way as *International Soccer*. As you progress, the game becomes far more realistic.

You can choose how many directions you are able to kick in at the start. One way means that you shoot in the direction you're facing. Three way means that if you hold down fire and then push left or right, you can shoot 45 to the left or right of the direction you're facing. Five way gives you the choice of 70 and 20 shots in either direction. On top of that there are 28 strengths of shot, and three heights you can shoot at – ground, normal and lob.

As normal, the man currently under control is a different colour to the rest of the team, and the computer automatically chooses the best one for you. This doesn't mean that all the other players are aimlessly milling about, however. All the players are given a little bit of intelligence. If the ball is rolling past them, they'll do a sliding tackle for it. If the ball is going over, they'll jump for it etc. All this leads to a pretty exciting game.

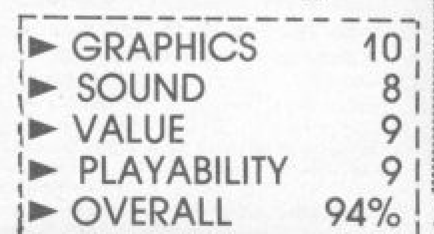
A great deal of character has gone into the production of *EHIS*. For a start at various points of the game, different characters will do different things. The goalkeeper, for example, stands in the goalmouth, head bobbing, watching the ball, jumping and saving at the appropriate moment. Should the ball go over the crossbar, his arms will drop to his side and he'll turn and stare stupidly at the ball as it sails over his head. If he saves the ball, then he does the usual three step run up and boots the ball into the other half of the pitch. Should you score, your little man runs away from the goal, arms in the air, and then acknowledges the roar of the crowd with a fist in the air.

What other innovations has Audiogenic come up with? For a start, the game is two player. That's nothing you might as well whinge, but two player on the same team against the computer? That's a new one on me.

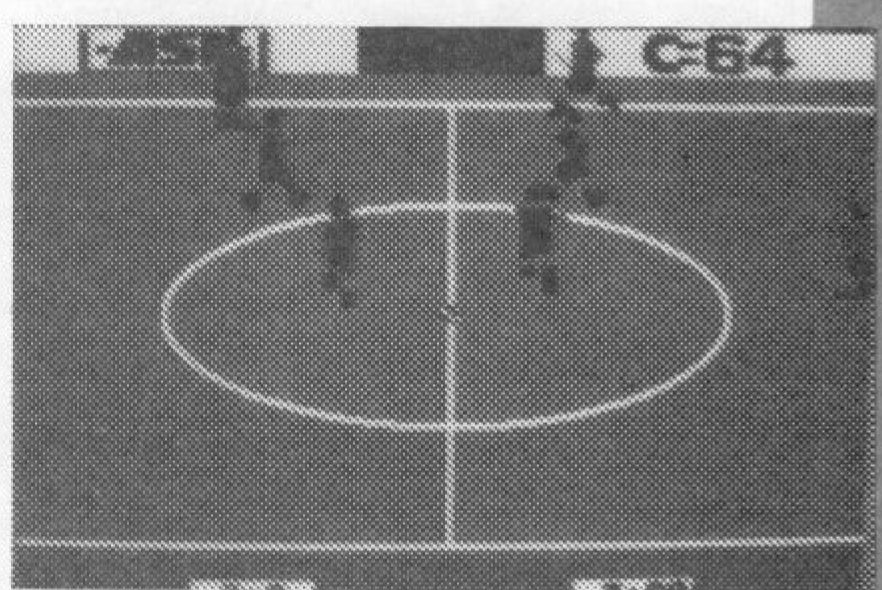
Two player one team is a great laugh, especially if you are playing with an experienced and talented professional like Garry Williams. You can have endless fun passing to each other, messing it up, and calling each other names for the rest of the match. When two players on the same team are on screen, one is decked out in a trendy red jumper, whilst the other either has gone for the skin colour top or simply has just gone topless.

Unfortunately, this game came too late to be included in the league of football games in this month's football feature. Just as point of information, the points I would have awarded it are: Graphics: 10, Sound: 8, Playability: 9, Value: 9, Fun: 9, Total: 46. A clear winner.

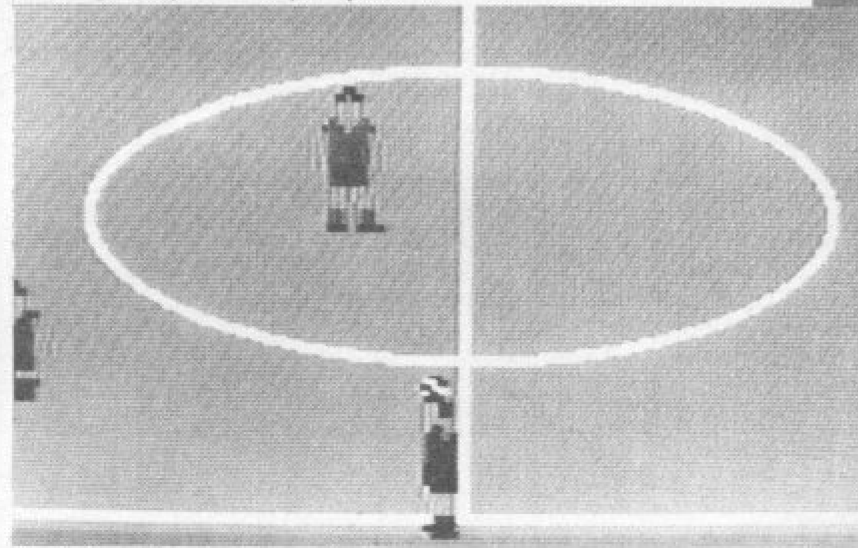
Forget the sweaters. Forget the squeaky voice and cuddly personality and think about the game.



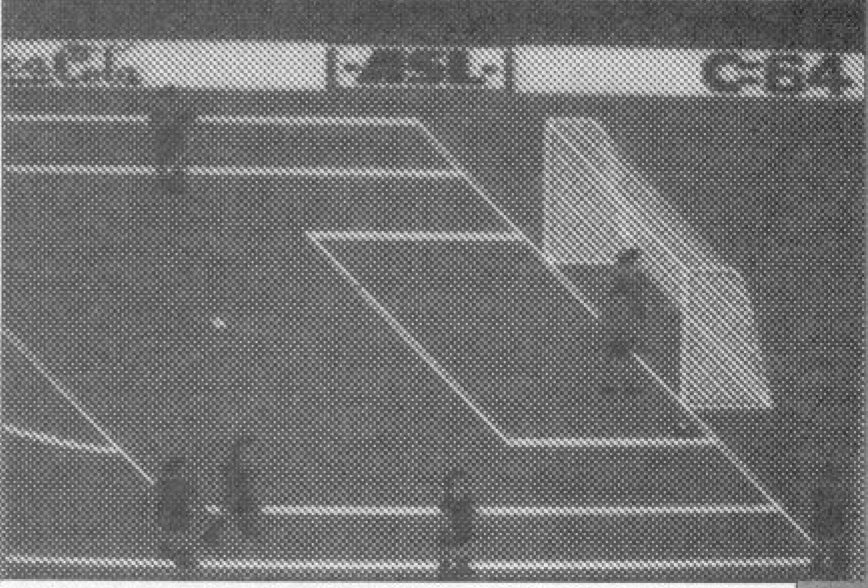
| | |
|---|---|
| ► GRAPHICS | 10 |
| ► SOUND | 8 |
| ► VALUE | 9 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 94% |




▲ *The goalie puts it out (Fnar).*



▲ *Up into the air with a well timed punt.*




▲ *Looks a bit like an open goal to me.*

Reviews

# INTERNAT KAR

► MACHINES: C64/ST/AMIGA.
► SUPPLIER: SYSTEM 3.
► PRICE: C64 CASS £9.99, C64 DISK £14.99, ST £19.99, AMIGA £24.99.
► VERSION TESTED: ST.
► REVIEWER: JULIAN RIGNALL.

The beat 'em ups available on 16-bit are a pretty weak and weedy bunch but that's about to change with the release of *IK+*, a fightin' 'n' fumpin' game that knocks everything else for six.

It was written by Archer Maclean, whose previous games, *International Karate* and *Dropzone*, are both considered classics. His latest creation is basically a translation of the 8-bit version, which appeared during the Autumn of last year, and has been enhanced with digitised sound effects, improved graphics, an extra bonus round and film-like opening sequence.

Unlike most karate games, *IK+* has three on-screen fighters, either two computer controlled against a brave solo player, or two humans against the computer. The objective is obvious – stay alive by beating the others. There are seventeen moves available, ranging from mid-air split kicks to head butts and backward somersaults. Each kick or punch scored on an opponent awards the player with either one or two points, depending on the effectiveness of the move. The first fighter to score six points wins the bout, and the remainder of the thirty second time limit is converted to bonus points. If the player has the second highest points score, he goes through to the next round; if he's last he's out.

Every third screen takes the form of a bonus round. In the first the fighter has a shield and deflects balls as they bounce on from the left and right. The more balls deflected, the faster they come – dodge all 64 and 5,000 survival points are awarded. The second bonus screen requires bombs to be kicked off the screen before they explode – if the fighter gets hit by shrapnel the round ends. If all bombs are successfully booted, 5,000 points are given. Every subsequent round alternates between balls and bombs.

The player starts a game classed as a white belt, and as he goes through the rounds is promoted to yellow, purple, green, brown and eventually to black – where the opponents are very tough indeed.

A very unusual feature of *IK+* is the mass of cheat modes – there are over fifty of them! Some of the things you can do include changing the judge's shirt colour, altering the size of the shield logo during the bonus round, making the fighter's trousers fall down and changing the background colour. One of my favourites is



▼ *Six fighters boogie in the pause mode.*


▲ *Red and blue psyche each other ... aft*



▲ *Brandishing the shield in the bonus ... ou*

# IONAL
# RATE +

C+VG HIT!



er out after a bout.

IN
OUT

onus round.



activated by typing PAC – keep watching the background. There are also a wide variety of messages, and the game can also be put into turbo mode, which is brilliant fun!

The animation is excellent throughout, with the fighters looking superb and moving with a convincing cartoon-like fluidity. The range of expressions and reactions is absolutely superb, further enhanced by the incredible digitised sound effects. The grunts and thumping sounds are great, but the best ones of all are the Bruce Lee screams and wails – in the midst of a fight *IK+* sounds just like the fight scene at the end of *Enter the Dragon!*

The gameplay matches the high standards set by the visuals and sonics, and provides much entertainment and enjoyment. The difficulty level is set just right, and the fighters are very unpredictable – there doesn't seem to be a 'safe' move that often flaws games of this kind. Although the opponents are slow on early levels, their erratic nature can surprise even the most skilled opponents, making the game that much more exciting to play. On very high levels play gets unbelievably frenetic, and requires reflexes and complete concentration to ensure survival.

The presentation is superb, with a lovely opening sequence and title screen, complete with psychedelic fighters, and the pause mode is great.

Some may say that beat 'em ups are past their prime, but I defy anyone to pick this up and not get totally hooked. It's got all the elements of a classic, and has the timeless gameplay that'll keep you coming back long after 'big' games like *R-type* and *Starglider II* have been relegated to the software shelf.

▼ Plenty of fightin' an' fumpin' action.




| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 9 |
| ► VALUE | 7 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 93% |

## UPDATE . . .

**An Amiga version is following hot on the heels of the ST, and although it won't play differently, the sampled sound effects should be a little crisper.**

**The C64 version has been available for well over a year now, and can now be found on the *We Are The Champions* compilation from Ocean, which is great value for money.**




# TURBO

- MACHINES: ST, AMIGA.
- SUPPLIER: LORICIELS.
- PRICE: £19.99.
- VERSION TESTED: ST.
- REVIEWER: TONY DILLON.

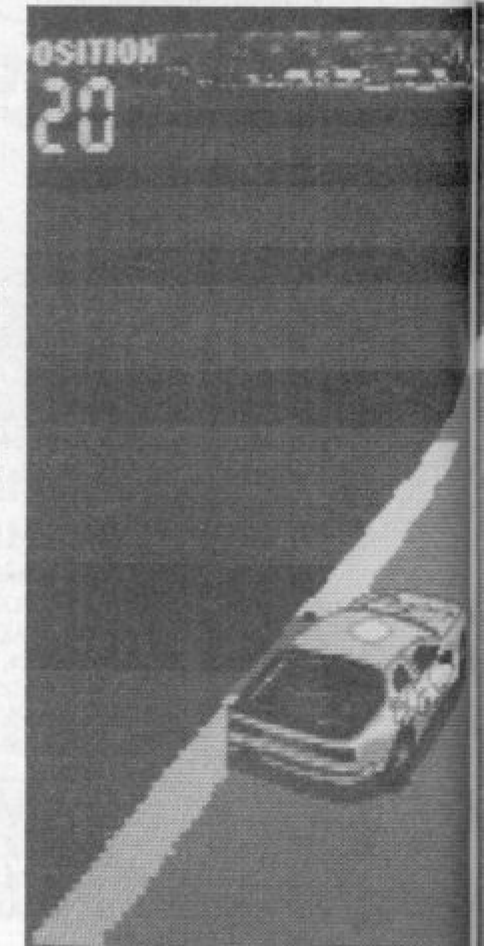
*Turbo Cup* is the result of a large sponsorship deal on behalf of Loriciels. In case you didn't know in the Andros Turbo Cup race in France one of the biggest celebrities is the one and only Rene Metge who, judging by the documentation I have on him, has done more races and rallies than you've had hot dinners. As I said, this game is based around the Andros Turbo Cup, a gruelling jaunt around some of France's toughest tracks, including the twisty and turny (with a bit of straight) Paul Ricard track. track.

You can choose which of four tracks you wish to compete. For a beginner, you want to look for a track with lots of straights and some gentle bends, to make the race a little easier. Unfortunately, computer cars also find that kind of track easy going, and go just that bit faster. On the more complex tracks, the cars go slower, which makes it a little easier for you to get position, but not to stay on the road.

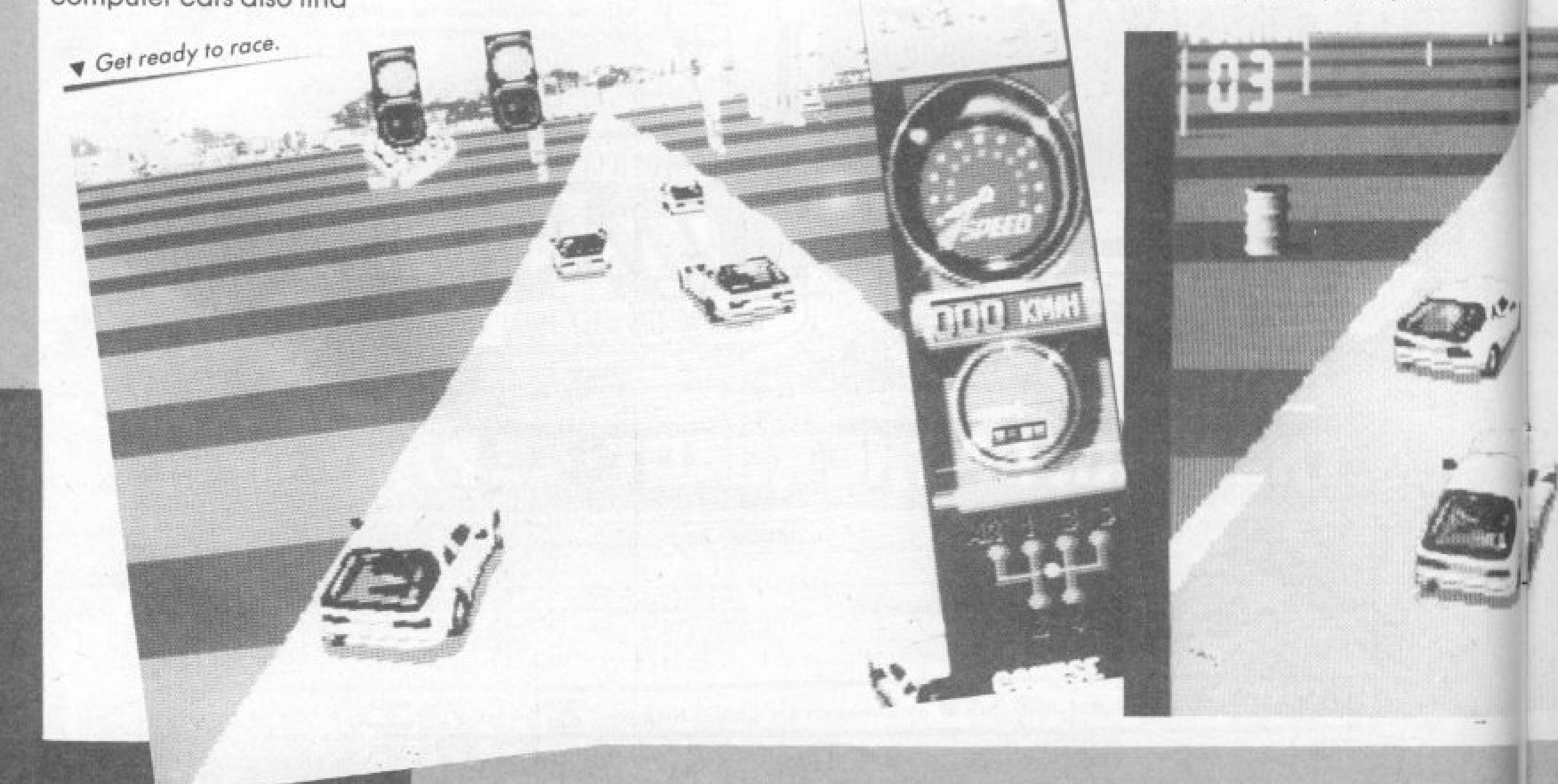
The ATC is set over a weekend's racing. On the Saturday, each car has to do a solo lap to establish an average lap time and grid position. So, before you can race, you get to do your solo attempt. You start, looking down on your remote control Porsche from behind and above, and this is here you stay, a bit like *Out Run*, but with a much higher viewpoint. It's at this point that you realise just how good the graphics are. The Porsche is amazingly well defined, complete with recognisable interior and Loriciels logo on the door. The road is in much the same mould as *Out Run*, with the two-tone grey stripes that scroll toward the screen giving the impression of movement.

Not that they are necessary. The markings on the road, coupled with the smooth update of the massive edge of the road items (like grandstands, buildings, trees etc) and the ultra-slick hills and dips do all that is needed to make this a convincing game. That plus the smoothly animated computer cars and the widening and narrowing of the track and, oooh, everything.

The sound is good and atmospheric. I didn't know that a Porsche 944 turbo in neutral sounded like a bus. Still, rev up the engine, wait for the light to turn green and push her into first. How do you push her into first? Here's an innovation for you, you get a choice of five different ways to change gear. You can change it the ordinary way




▲ Turbo cup has top marques.




▼ Get ready to race.

# O CUP

(hold down fire and push up or down to change up or down), you can slam it into automatic or you can use the keys one to five to change to gear one to five. All pretty basic. Then you get two choices never seen before. You can use a second joystick to change up or down, or you can hold down fire to go into clutch, and move the joystick in the same way as a real gear stick to move into position, which, though a little awkward at first, soon feels much more natural.

So, you're off and racing round the bends. What do you notice then? The sticky control. Unfortunately every game has a fault, and with this it's the simple fact that the programmers have been a little bit heavy on the inertia, which make the car very hard to control. Plus the fact that the car is hard to steer round bends at high speed.

Once you've done your practice, you get yourself positioned amongst the 20 other cards in the race and wait for the race to start. The race itself is the same as the practice, other than that there are more cars and it's a bit longer. What you're looking for is the best race time possible, as well as the best positioning at the end of it all. The computer cars make it a little difficult, however. Each has been given a limited amount of artificial intelligence. Basically, they'll get out of your way so that they don't plough into you, but then they'll cut you up so that you can't pass. Should you hit one, one of a three things happens. You bump into them and slow down a little; you're sent into a recoverable spin out, or you're sent flipping and spinning and land on your roof, all depending on your speed before the crash. What got on my nerves at this point was the way that the computer car was unharmed, and carried on going.

Loriciels hope to market the software with a limited edition offer. A free die cast metal model of the Loriciels Sponsored Porsche (check out our competition for more details), complete with movable steering wheel and gear stick, opening doors, boot and bonnet and reclining seats. At only another few pounds (price to be announced), it's definitely worth shopping about for it.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► VALUE | 7 |
| ► PLAYABILITY | 6 |
| ► OVERALL | 81% |

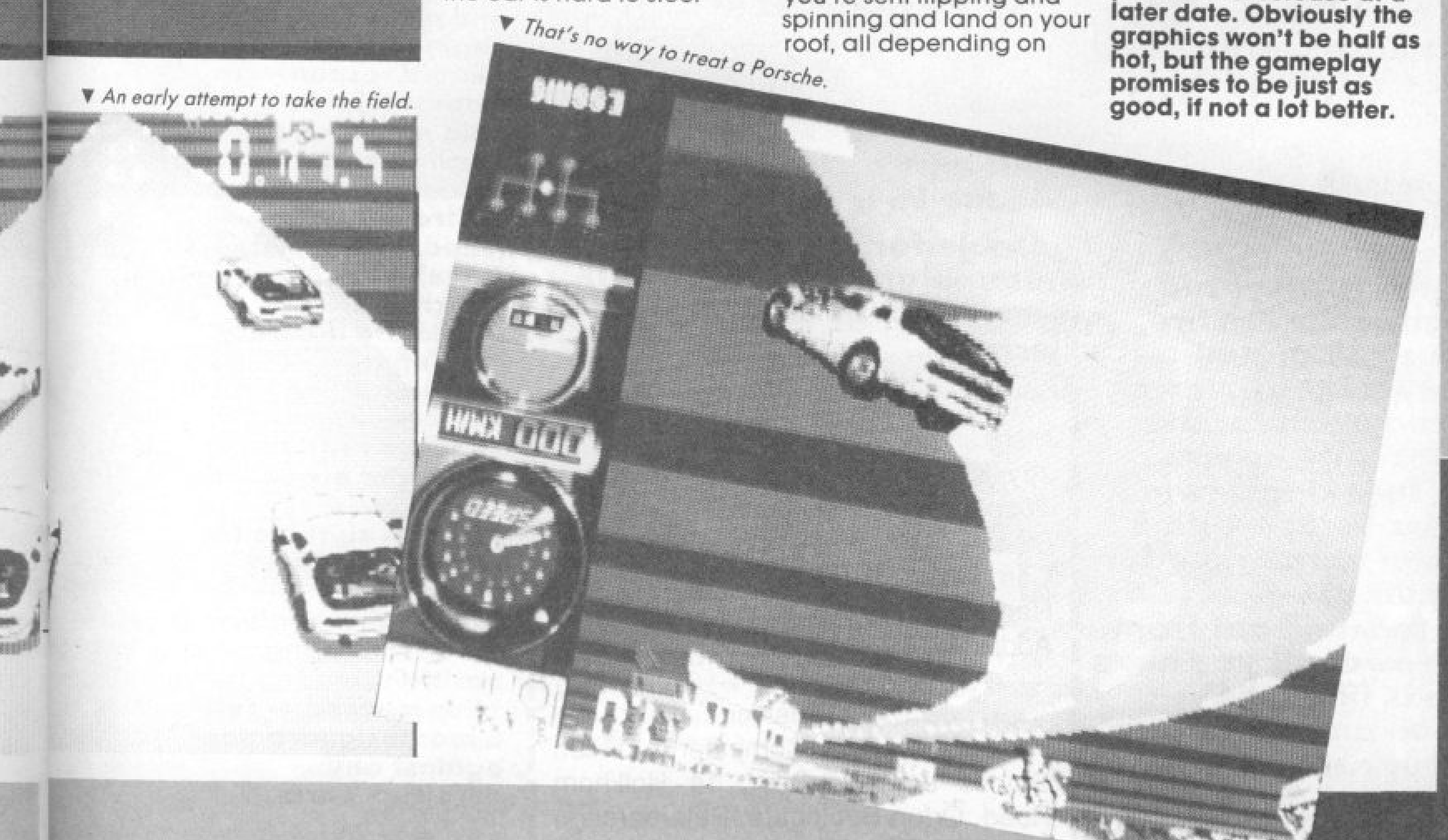
## UPDATE . . .

**The Amiga version is planned for release at the same time and boasts the same high definition graphics and even faster and smoother gameplay.**

**C64, Amstrad and Spectrum versions are planned for release at a later date. Obviously the graphics won't be half as hot, but the gameplay promises to be just as good, if not a lot better.**

▼ An early attempt to take the field.

▼ That's no way to treat a Porsche.






You've bought the mag, read the reviews, now get blasting those nasties with the C+VG Joystick!

Exclusive to our readers it's a customised version of the Euromax Elite model.

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But hurry, stocks are limited and the Ed is getting zippy!!

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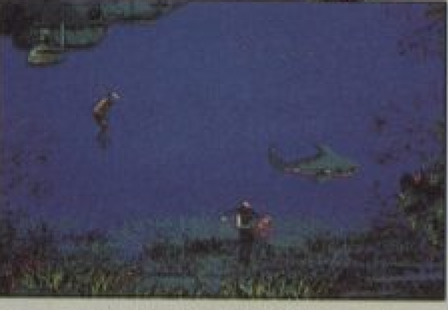
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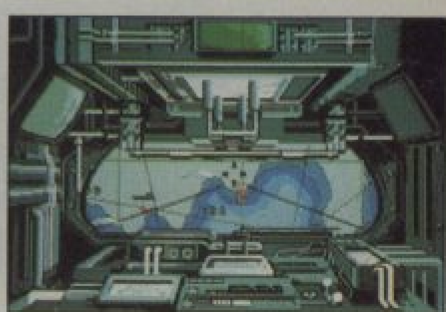
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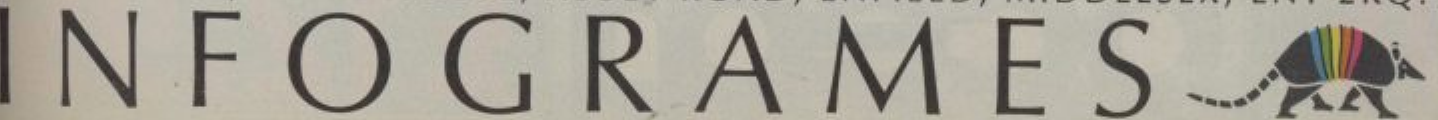


The tranquil surface of the Pacific Ocean belies the battle of wits taking place in the world's last unexplored territory. A perfect hiding-place for a determined enemy, or is it? Your jet-bike and technologically advanced bathyscaphe should help, but there are still the enemy bases to destroy, lines of communication to be knocked out, and the natural predators of the deep just waiting for a tasty snack at the first sniff of blood! So check your oxygen supply, and dive, dive, dive...

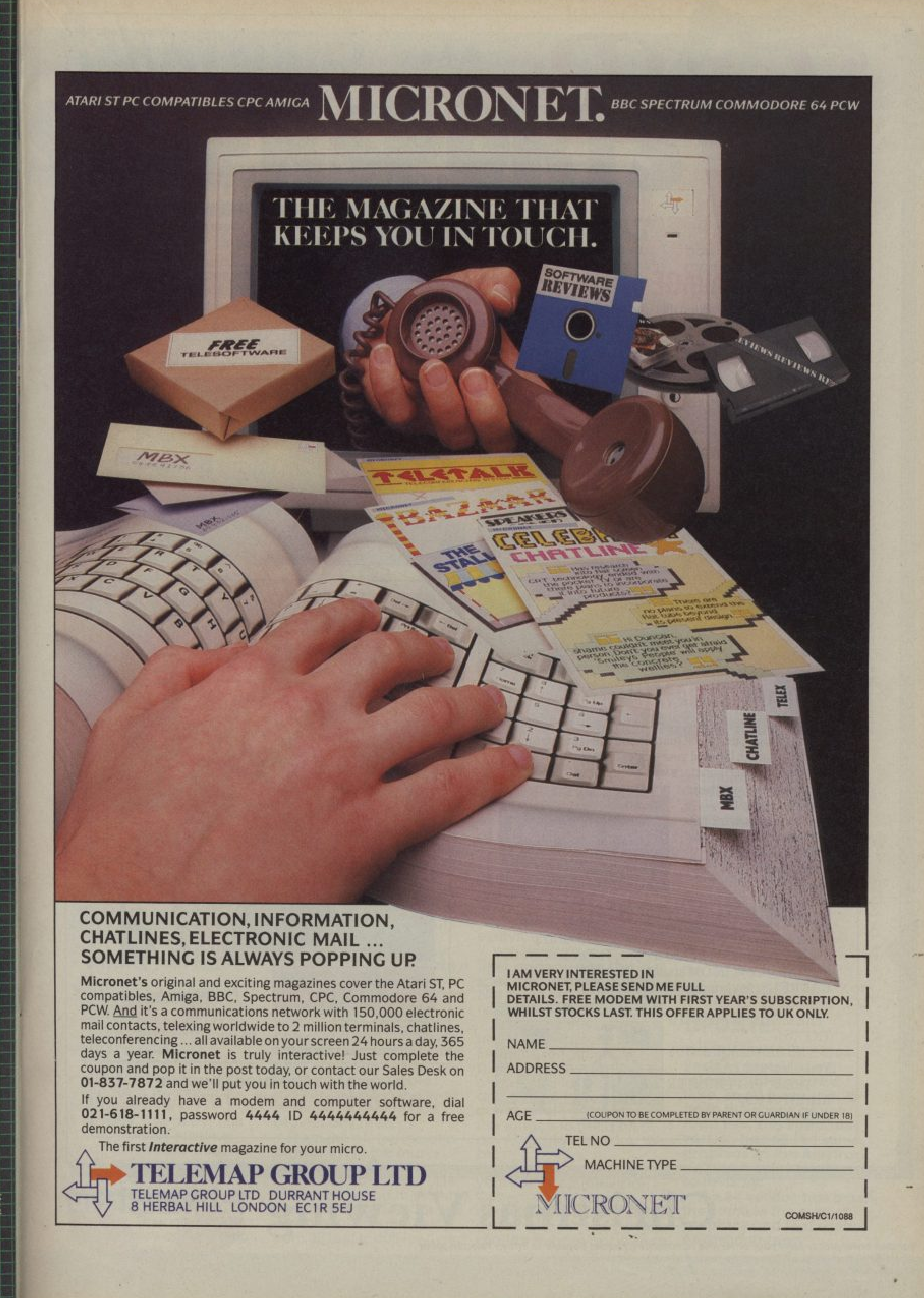



**Atari ST, PC, Amiga £24.95**
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# Tadio Rimes CHRISTMAS & NEW YEAR




## 9.00am SAVAGE

First out of the stocking this Christmas has to be **SAVAGE.** An epic of gargantuan proportions in three mind blowing action packed levels.
Savage features graphics so stunning they'll put your Christmas tree lights to shame!
Spectrum cassette £8.99
Commodore 64 cassette £9.99, disc £12.99
Amstrad cassette £8.99, disc £14.99


*Amstrad screen shot*

## 11.00am ELITE

Intergalactic action hits the 16-bit screen with a bang as the all time classic **ELITE** explodes into solid 3D splendour. Be warned, this game is so addictive you'll be up all night . . . and Santa won't leave any goodies if you don't get to bed on time!
Atari ST £24.95
Amiga £24.95


*Atari ST screen shot*

## 3.00pm DYNAMIC DUO

Going underground takes on a new meaning as you battle through pitch black tunnels and passageways in search of wealth beyond your wildest imagination. But beware of lurking monsters with no sense of tradition, it's duck not turkey on **their** Christmas menu.
Spectrum cassette £7.99
Commodore 64 cassette £9.99, disc £12.99
Amstrad cassette £8.99, disc £14.99


*Amstrad screen shot*

## 6.00pm BLAZING BARRELS

Christmas just wouldn't be the same without a rip roarin' Western. So Firebird are proud to present, fresh from their famous ICOM studios, **BLAZING BARRELS,** featuring the all star cast of . . .
Bammo
THE MEXICAN BANDITO
TNT Tom
THE **REALLY** BAD GUY
**You,** alias Black Jake
THE BOUNTY HUNTER
Atari ST £19.99
Amiga £19.99

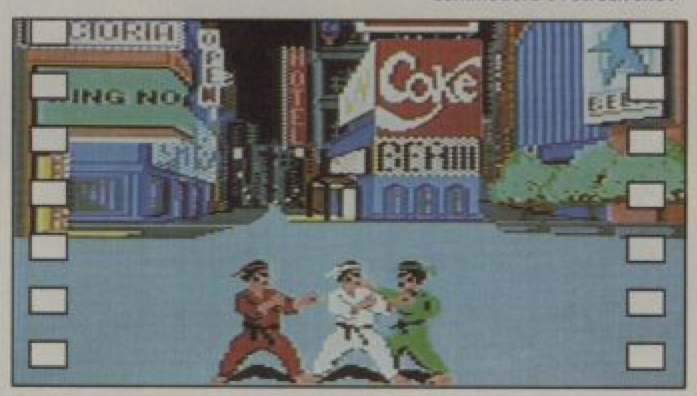

*Atari ST screen shot*

## 9.00pm EXPLODING FIST +

When the snow starts a-falling and the wind starts a-howling there's nothing better to warm up those frost bitten fingers than the blistering heat of **EXPLODING FIST +.**

If you're feeling guilty after stuffing your face with all that Christmas turkey, here's your chance to get back into shape — or get kicked into the middle of the New Year!
Spectrum cassette £7.99
Commodore 64 cassette £9.99, disc £12.99

*Commodore 64 screen shot*






**Sequel to the blockbuster**
***WAY OF THE EXPLODING FIST!***

# Christmas Viewing

*For mail order please send your order and remittance (cheques payable to British Telecom plc or direct debit from Access/Visa card by stating number and expiry date) to:*
*The Marketing Department, Telecomsoft, First Floor, 64-76 New Oxford Street, London WC1A 1PS.*



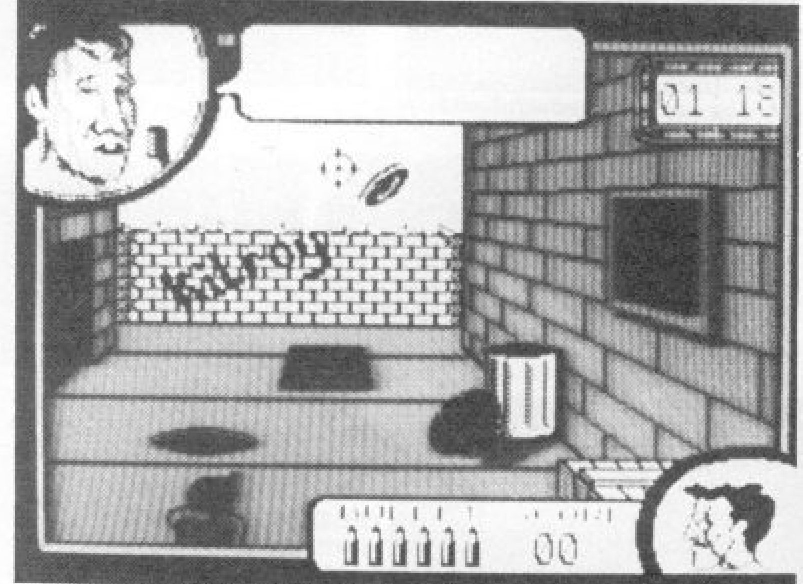



*Telecomsoft, First Floor, 64-76 New Oxford St, London WC1A 1PS.*

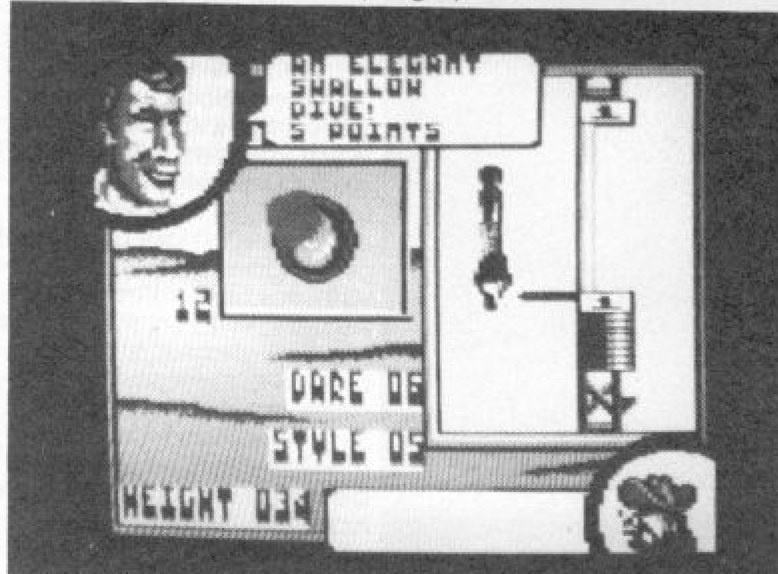

A LEGEND IN GAMES SOFTWARE

# SUPERSPORTS

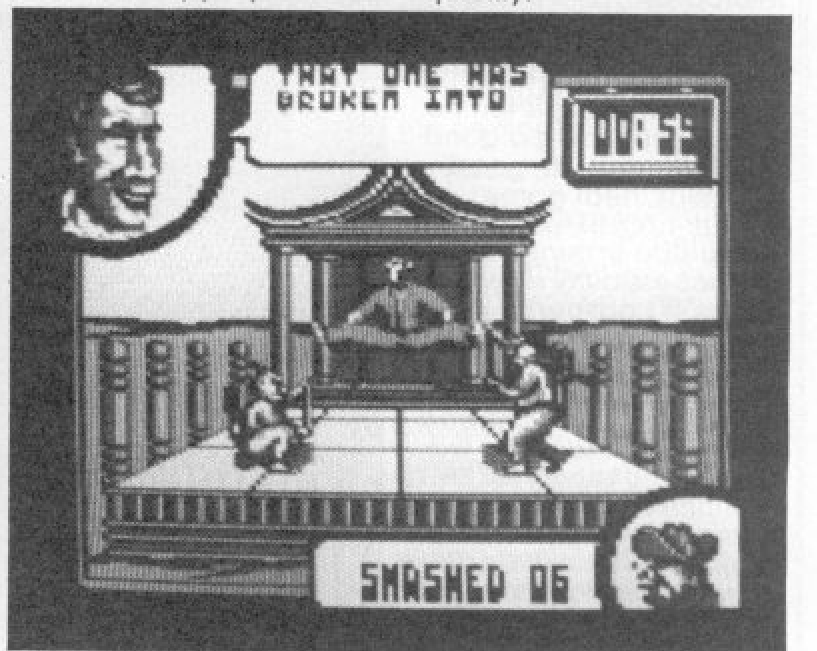
Reviews



▲ *Shoot the dustbin lids in alley target practice.*




▲ *Going down – aiming for paddling pool.*




▲ *Oriental beat 'em up event.*

► **MACHINES: SPEC, AMS, C64.**
► **SUPPLIER: GREMLIN.**
► **PRICE: SPEC CASS, £7.99, DISK £12.99, C64/AMS CASS £9.99, C64/AMS DISK £14.99.**
► **VERSION TESTED: AMSTRAD CPC.**
► **REVIEWER: TONY DILLON.**

Supersports bills itself as 'The Alternative Olympics'. Alternative. Yes you could say that. Just get to look at what's on offer.

First up is the Crack Shot event. You have a gunsight, a six-shot rifle, and an ordinary, everyday, city alley. You gain points for blasting away at the bounding tin cans and pop-up targets that appear from drains, and the round targets that mysteriously float across the alley. Now and again a friendly Alley cat will pop up somwhere and sit on a wall or bin. Don't shoot at these, or you lose five points.

This event isn't too hard once you get the hang of positioning your gunsight in the path of the target and then blasting away. The only things that make it difficult are that after every six shots you have to reload which is a time waster, and you only get one and a half minutes to score as much as possible. After each event, you are shown a league table, showing who's in the lead, and told if anyone has broken any records.

From the elegance of a dirty alley, to the murky depths of an Olympic size bidet. The Dare Devil Dive. The idea behind this little barrel of laughs is that you climb a ladder (anything from 40 feet to 400 feet) and then attempt to jump from it, perform as many flips and tumbles in the air as possible, and then land in a kiddies' inflatable paddling pool.

The slate smash is a laugh and a half. Two sumo wrestlers stand either side of your karate champ and hold up pieces of slate. You have to punch or kick in the appropriate direction and try to break as many slates in the 60 seconds.

Cross bow has you at the end of a field, with a target at the other side. Waggle your joystick to build up pressure, then press fire. Aim the bow using the little sight provided, taking care to compensate for the wind and distance and everything.

You don't have a time limit, and you don't have a specified number of lives. Not much of a challenge, really.

Finally, it's the underwater assault course. Swim the length of the black lagoon avoiding clams, jellyfish and mines and collecting coins, occasionally swimming to the surface to get a bit of air. Amazingly tedious, this bit.

All this is overseen by your zany commentator, Gilbert, whose face remains perpetually in the corner of the screen, a little speech bubble appearing now and then and his mouth moving amazingly out of synch. Not as good as *Bobby Yazz*.

Graphics are nice and colourful, as seems to be the norm with Amstrad games these days. The sound is jingly, but becomes grating very quickly.

Although there is technically nothing wrong with *Supersports*, I still don't think I can heartily recommend it. I just didn't have much in the way of *fun* playing it. And when it comes down to it, it's the fun that counts.

| | |
|---|---|
| ► GRAPHICS | 8 |
| ► SOUND | 6 |
| ► VALUE | 4 |
| ► PLAYABILITY | 7 |
| ► OVERALL | 62% |

## UPDATE . . .

**The Spectrum and C64 vesions are all being released at the same time, so all three should be in the shops as you read this. The Spectrum version has all the same graphics as the Amstrad, although colour isn't used so lavishly.**

**The 64 version has much the same in the way of graphics and feel as the Amstrad version.**



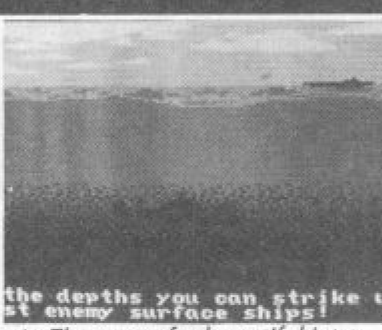

# RED STORM

- ► **MACHINES: C64.**
- ► **SUPPLIER: MICROPROSE.**
- ► **PRICE: £14.95 CASS, £19.99 DISC.**
- ► **REVIEWER: TONY DILLON.**

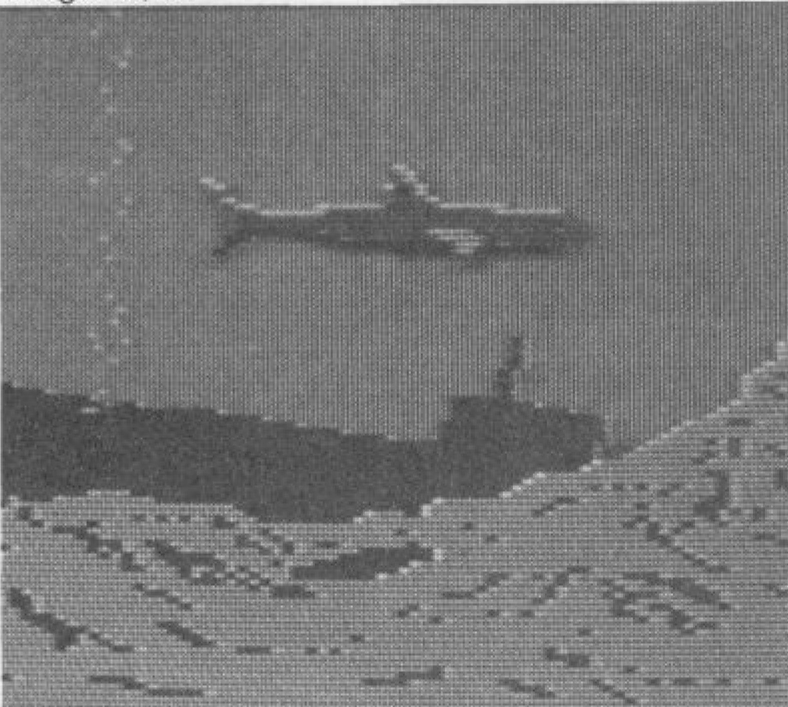
*Red Storm Rising* is the latest in a long, long line of wonderfully realistic and amazingly involved simulations from Microprose, and pretty darn good it is too.

As you might have already gussed, I think that *Red Storm Rising* is terrific. It's got everything a good simulation needs, good graphics, neat game layout: both in terms of the visual side of things and the accessibility side of things. It's got nerve shredding tension and a depth of play that my weekend's superficial playing barely managed to scratch. And it's by Sid Meier, well known for his contributions on other Microprose products such as *Stealth Fighter, Gunship, Silent Service* (another sub sim), and, so I've been told, the new superfast F19.

As with all the most recent Microprose 'games', there are two ways to get maximum enjoyment from the product: you can bung on the key overlay, load the game, put it on easy and learn the game itself, or you can go through the manual and learn the game slowly and carefully. Now I don't know about you, but I'm all one to plunge right in at the deep end, but that's the kind of guy I am. The manual, now that I've got round to it, is great and has 108 pages of very interesting information, full of statistics on enemy vessels, weapons, areas around the globe, full battle analysis, complete step-by-step breakdown of the RSR controls and the capabilities of your sub, plus a large section completely devoted to battle tactics, which came in handy quite a few times during my underwater escapades.




▲ *The start of a beautiful intro sequence.*

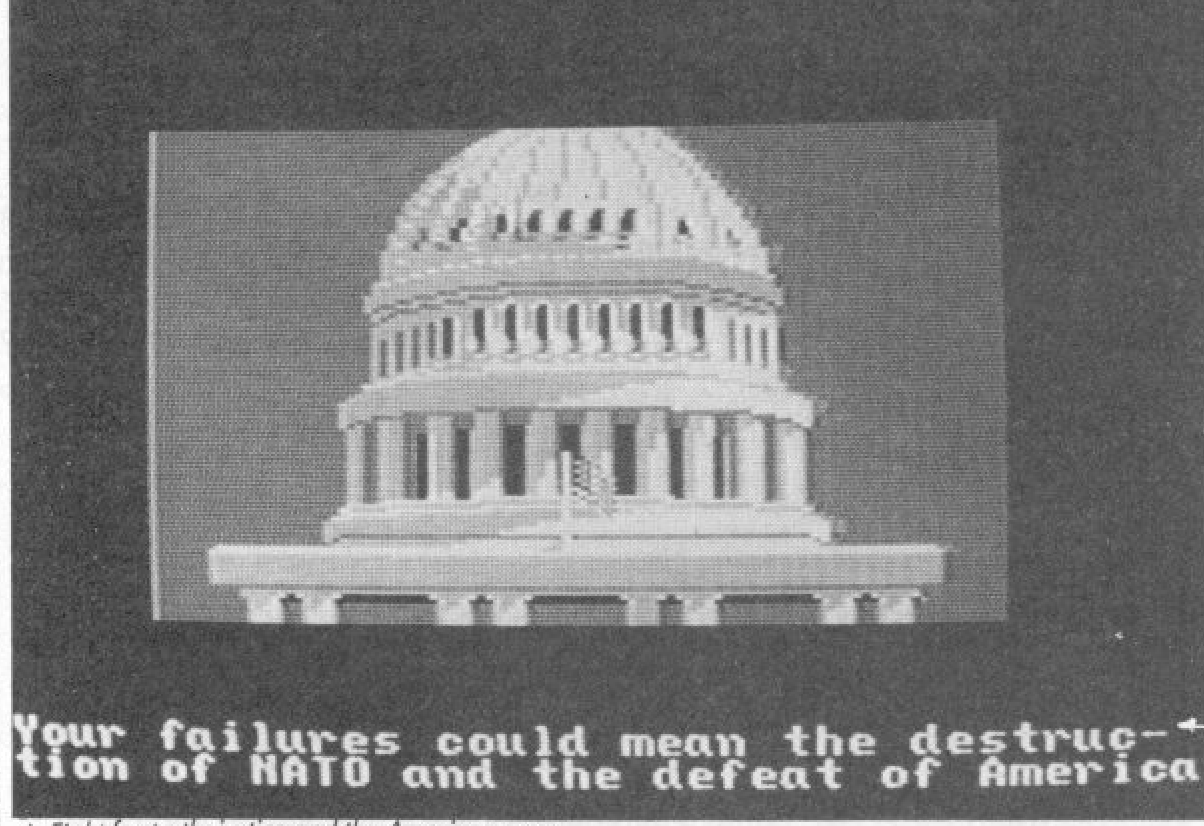


▲ *Whoops!*

The first thing you should do when loading up is watch the intro sequence. What you get, after a few advertisements for other Microprose sims, is a complete history of the plot of the game, complete with animated films. I especially liked the bit when the Whitehouse is handed over to the commies, signified by the Stars and Stripes coming down and the Hammer and Sickle being raised to the Russian National Anthem.

As with all the Microprose products, you are fed with an almost overwhelming number of options. You've got four skill levels and five subs to choose from, as well as nine different battle situations, ranging from The Duel, which is an underwater dogfight with a Russian sub, to a Carrier Task Force, which has you on all out assault on an aircraft carrier. Plus two training missions against a knackered boat or an ancient sub that gives out more noise than Gary Whitta.

Select what you're going to do, press all the right buttons, slap on the incredibly useful key overlay (almost every key has a function) and it's away you go. Probably the the two most useful keys when you start out are the



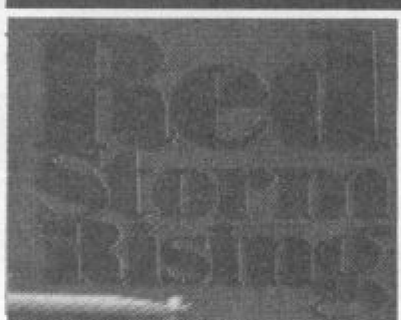

▲ *Fight for truth, justice and the American way.*

# ED
# RISING

Pause key, handy for flicking through the manual when you suddenly realise you don't know what you're doing, and a Help key which enables the sub's battle computer to provide you with helpful advice like 'I'd launch a Harpoon or Tomahawk attack on that sonar pickup at 049 degrees, and then get out as quick as possible.'

Once past all the glitz and glamour of the attract sequence, you get into the working environment of the sim proper. Viewed mainly as a set of readings and a map showing all sonar contacts in relation to you, it's clean, it's effective, and it's very easy to use.

So, you're engaging the enemy and you've got a sonar contact. What do you do? Well, first you have to identify what's out there. This can be done two ways. If it's a ship, then you can just surface and check it out with the periscope. If it's out of visual range, or is an enemy sub, you have to go through the many screens concerned with 'sonar recognition'. The basic principle behind this, as far as I can understand, is that everything has a different sonar 'signature'. Your sub's on-board computer has all the details on anything you might be likely to meet, and it's by matching the signature against signatures held on computer that you identify the enemy. Once you know what it is, you then know what it's likely to have weapons wise, and also what its capabilities are, as well as what weapon to use against it.



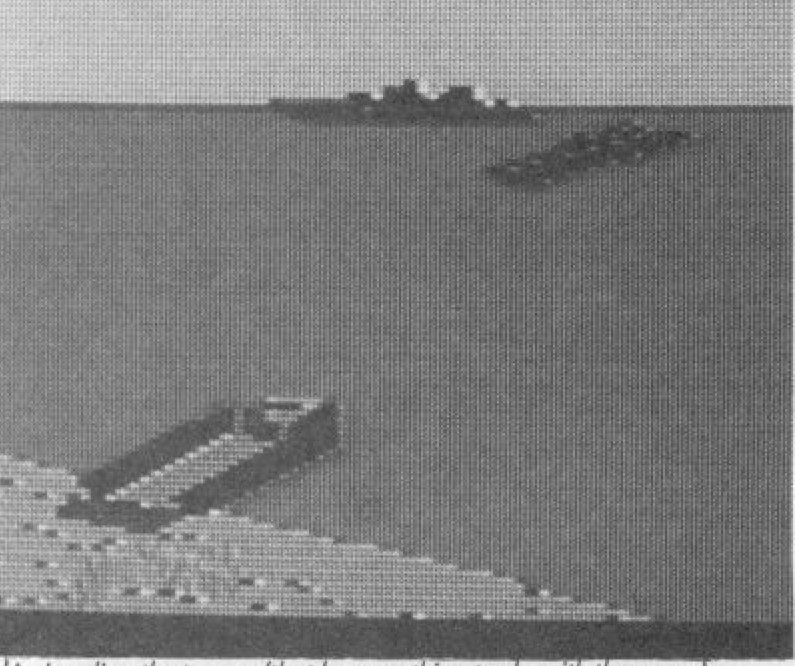

▲ *Attack from below.*

The key to the game, however, isn't just mindless 'There's a boat, boom, oh no there isn't, oh look, there's another one . . .' and so on. The key is stealth. Go low and slow, sneak up on them, launch a quick but deadly attack, then get out of sight again. That's the secret.

Attacking is slow, however. You have to remember that some of these weapons travel through the water, and as they are guided, they are designed to double back should the enemy take evasive action. The flight of the missiles/torpedoes is displayed as a trail on the map, so you can look back and see just how hard that particular enemy was to sink. To liven things up, thankfully, you get short animated scenes showing the launching of the weapons, plus when/if they hit, you get to watch the death of your opponent.

Should you ever get bored with the many missions that are provided at the start, and I can't see that happening very quickly, you can always try out the full Red Storm Rising scenario, as based on the book itself.

*Red Storm Rising* is ace, fab, brill, wicked and totally awesome. Well up to the Microprose standard of quality sims. I can't wait for the next one.



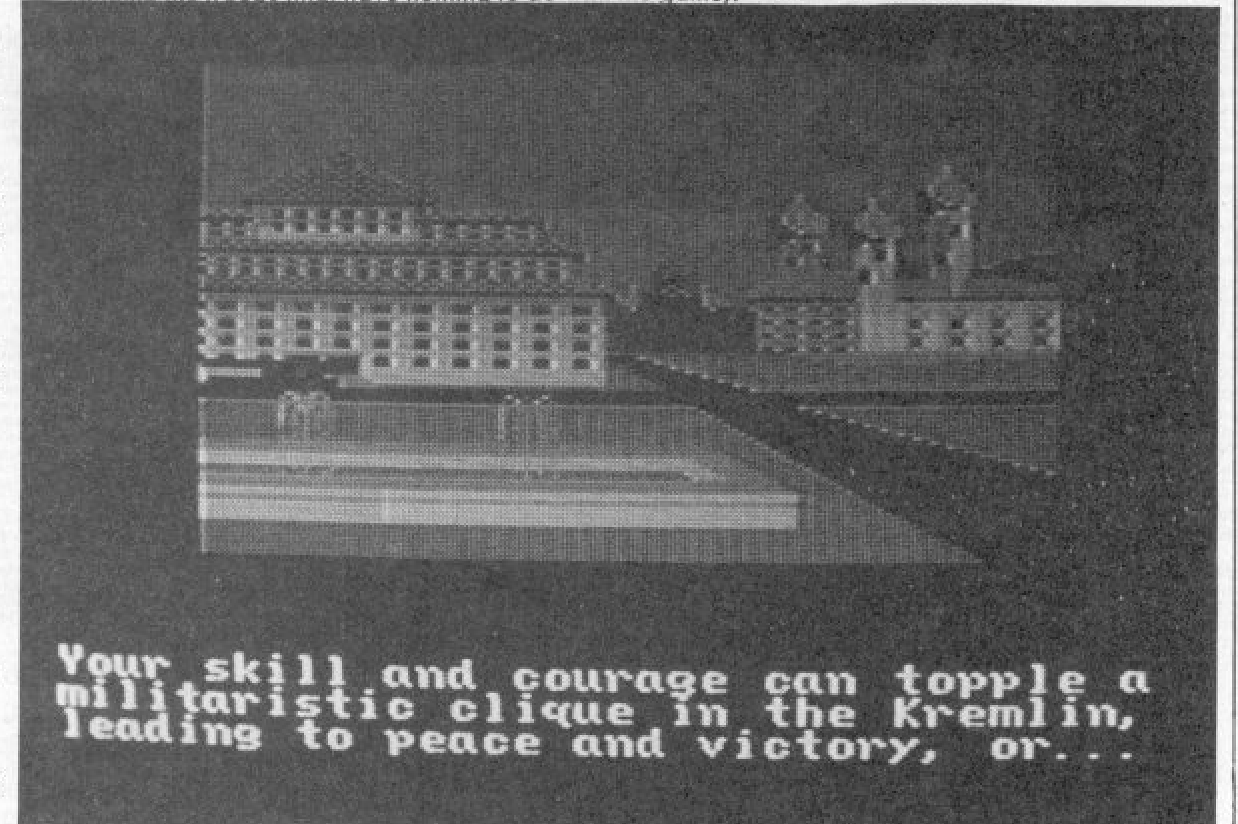
▲ *Landing the troops (that have nothing to do with the game).*



| | |
|---|---|
| ► GRAPHICS | 6 |
| ► SOUND | 7 |
| ► PLAYABILITY | 9 |
| ► VALUE | 9 |
| ► OVERALL | 93% |

## UPDATE . . .

**At present there are no other versions available, though Spectrum, Amstrad, Amiga, ST and PC version 'may become available over the next 12 months".**




▲ *What a picturesque view (complete with tank).*



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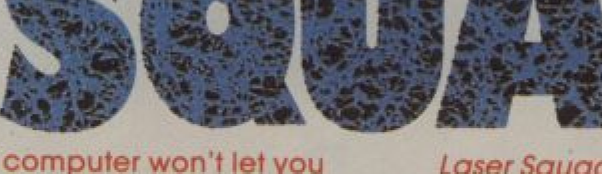
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▲ *Hi Ho, Hi Ho, it's off to maim we go . . .*

# LASER SQUAD

Aside from the rather naff packaging, *Laser Squad* is one of the best games I have ever played on any computer. It's one or two-player tactical warfare situation on a small scale with great graphics, sound, playability and hookability to boot. One-player it's great, two-player it's unbeatable.

You are put in command of a group of around half a dozen characters, each with different statistics concerning weaponry and basic strength (both manually and characteristically). The group's role depends on which player you are and which of the three basic scenarios that you can choose to play.

The first is the Assassination.

Player one plays the Laser Squad, a band of Rebels given the job of assassinating Sterner Regix, one of the biggest crime bosses. Player two takes the role of Sterner and his house security droids, each armed with high powered lasers. Player one wins if he manages to kill Sterner within 20 game turns (cycles). Player two wins if he manages to wipe out the Laser Squad.

Second comes Moonbase Assault.

As before, player one takes the part of the Laser Squad, who this time have to attack a moonbase from inside, wiping out all the databanks and computer analysers in the base. Player two has to defend it. Player one wins if he manages to wipe out all the computers. Player two wins if he manages to wipe out the laser squad.

Third is Rescue from the mines.

The Laser Squad has to go down into an alien mining colony and rescue the three humans imprisoned there. The aliens have to stop them. Player one wins if the humans are rescued. Player two wins if he manages to wipe out five humans, laser squad or not.

Before a scenario, each player has to select armour and weapons for their respective teams. You are presented with cash and have to buy the best armour and most powerful weapon you can, which is a painstaking process. You have a lot of weapons to choose from, which one you choose depends on where you are going to fight. It's no good having a mega destructive rocket launcher if you're going to be fighting in an enclosed area. You have to deploy your characters. For the uninitiated, deployment is a merely positioning your characters in there start positions. The areas you can deploy in are highlighted, and the computer won't let you deploy anywhere else. Once all this is done, you can get into the game.

A plan of the map can be called up by selecting Scanner on the pop-up menu. On it you can see the positions of all your men, plus the positions of the enemy in any of your men's field of vision, which extends 45' either side of the direction a man is facing.

It's this 'line of sight' rule that governs the combat rules. If you have your back to an opponent, you won't be able to shoot at him, basically because it won't register on your scanner, or even on the main display. You can scroll the main display around, but you won't find any enemy units, which is far more realistic than some previous efforts.

Each man has a number of Action points, and it's these that govern how much that character can do during a turn (it costs one action point (AP) to turn through 45', four to walk forward over level ground etc) and once his supply has worn out, he can't do anything else until the next turn. To move him about, rotate him using the left and right keys, and push forward for him to move in the direction he's facing, and pull back to make him walk backward.

Graphics are large, colourful, full of character and instantly recognisable. The attention to detail is amazing.

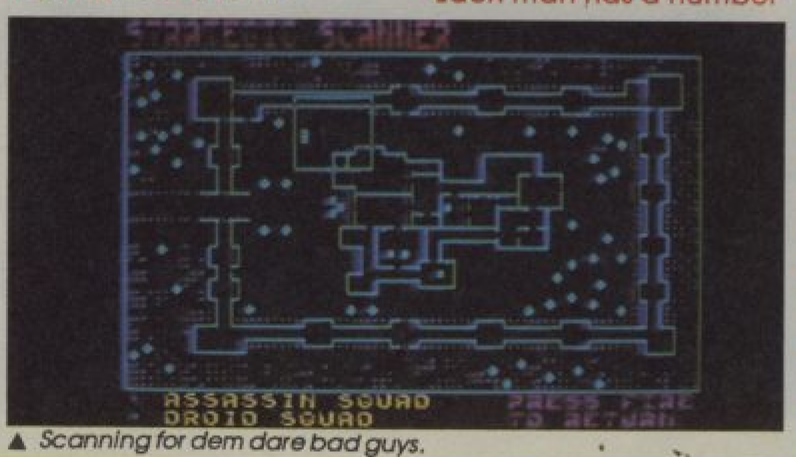
Sound is fab. It's actually quite amazing the sounds Mr Gollop has managed to get out of the little rubber keyed thing.

*Laser Squad* is one of the hottest games I've ever played. If that isn't enough, Target is releasing expansion packs for the game, with more scenarios and more ideas. Me, I want to see a construction set.

In the mansion in the first scenario there are a couple of bathrooms, each complete with a loo and a sink, as well as lots of other rooms, all fully furnished and some even have some pretty attractive carpet.

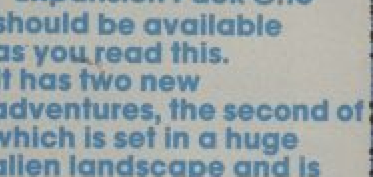
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| ► GRAPHICS | 9 |
| ► SOUND | 9 |
| ► VALUE | 9 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 97% |



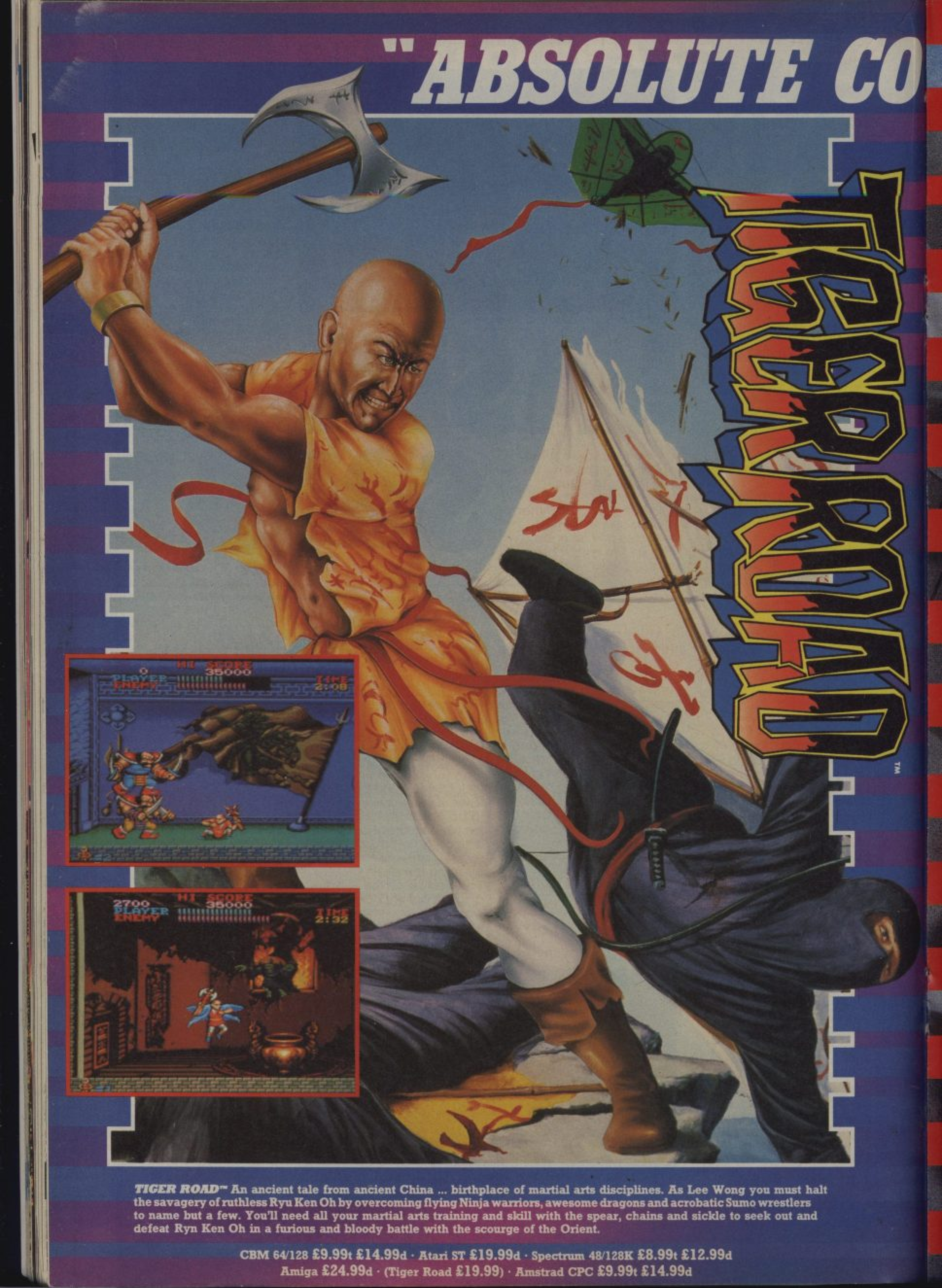

▲ *Scanning for dem dare bad guys.*

## UPDATE . . .



**A 64 version will be available mid-December and boasts some enhanced graphics and sound. The gameplay remains the same.**

**Expansion Pack One should be available as you read this. It has two new adventures, the second of which is set in a huge alien landscape and is spread over two levels. Sounds good to me.**



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Screen shots from various systems.

GIANTS OF THE VIDEO GAMES INDUSTRY




**Freeze, movie-goer! You have the right to remain silent as Ward R Street prowls the latest film previews in the C + VG patrol car.**

So you think you grew up in a tough neighbourhood, huh? Well make my breakfast, punk! East LA is no easy lay – the homeboys and their floozies, they all carry Uzis. So when it comes to school, ya gotta stay cool . . . *(Enough of this c . . . rap! – Ed).*

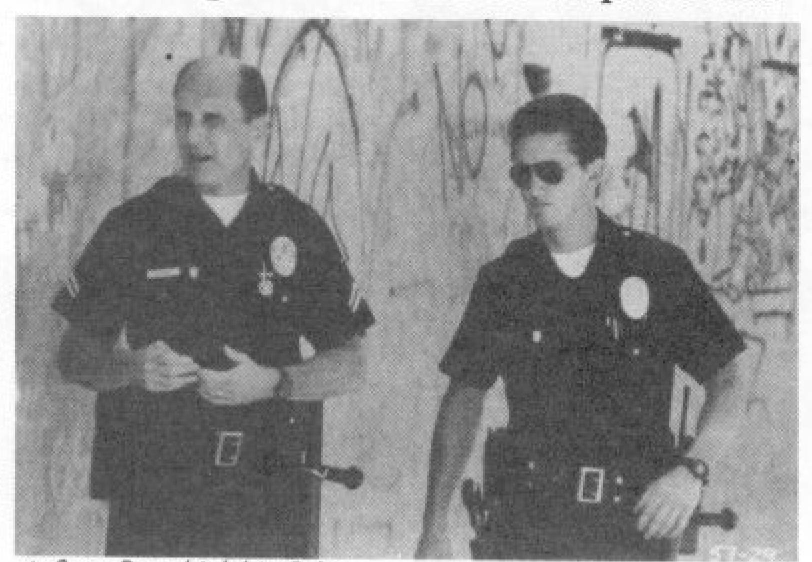
What I'm trying to say is that this month we have two movies set in the sort of area where you wear a bullet proof vest to go shopping. The gangs rule the streets, dealing drugs, eliminating their enemies, displaying their *Colors* (18). Not the sort of beat for an average cop . . . but then again, Bob Hodges isn't an ordinary cop.

Hodges may be no angel but he steps in where even the foolish fear to tread. He's the law but he understands the language of the ghetto, which has helped him build a sort of trust with the streetwise kids. Not so Danny McGavin, his new partner. He's only a little older than the gang members themselves, and his idea of diplomacy is a gun in the back or a nightstick to the skull.

Warfare escalates as machine gun fire sprays from the side of a passing car, shattering the silence of the streets. When the smoke has cleared, the screeching of tyres faded into the distance, yet another corpse leaks blood onto the sidewalk. It's a jungle out there but the police CRASH teams are fighting back, wearing their 'colours' too. Will Hodges softly-softly approach to McGavin's gung-ho aggression win the day?

When Colors appeared in the States it caused an uproar because people said it glamorised the gangs. I can't see Colors as a recruiting film for street fighting – if the guns don't get you, the drugs will. But I'm writing from the peace and quiet of England. There really are areas of American cities which the police have surrendered to the teenagers, and Colors paints a terrifying portrait of total anarchy.

Robert Duvall is excellent as the sane and sober Hodges while Sean Penn convinces as the hot-headed McGavin – but then again, he's had a bit of practice. Dennis Hopper directs for maximum atmosphere, and though the film may not be quite the deep statement it wishes to be, it is exciting and frightening. Watch this one then get paranoid as you walk home.


▲ *Sean Penn (right) in Colors.*

Who'd be an East LA Cop? Worse – who'd try to reach maths in an East LA school? For some crazy, crusading reason Jaime Escalante has given up a perfectly good job in computers because he wants to train the urban terrorists of Garfield High in the mysteries of advanced calculus. This stooping figure with his crater complexion is obviously a madman.

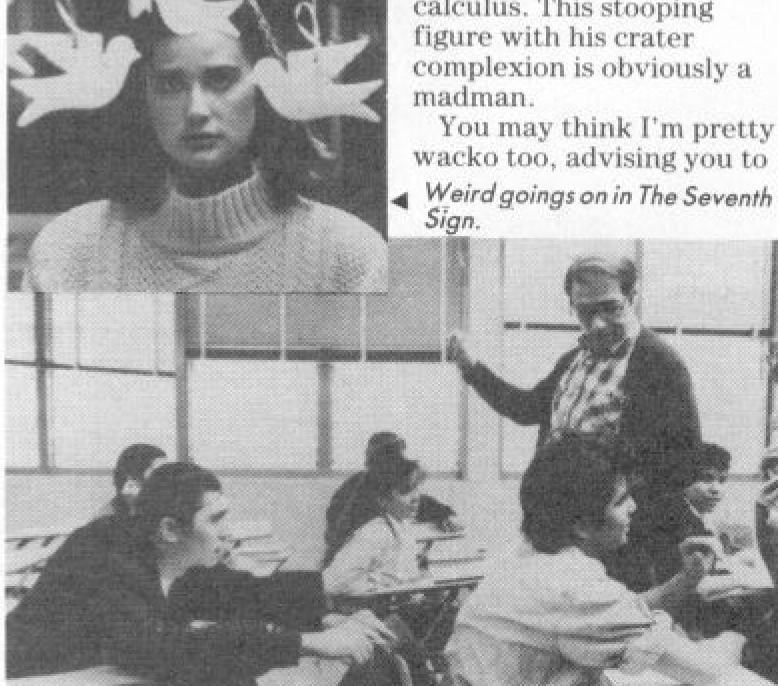
You may think I'm pretty wacko too, advising you to go see a film about black belt sums but Escalante is probably this month's most charismatic hero – so when he says *Stand and Deliver* (15) you'd better give him the goods. Faced with a group of surly students who can hardly add two to two, Escalante uses every technique from karate chops to playing with toys to persuade his class that they can understand calculus.

Faced with his muscular approach to maths even the toughest of the tough eventually give in, putting in hours of overtime to take a major exam. But their success is so overwhelming that the education authorities won't believe they didn't cheat. So, having successfully battled against a society which told them they would never achieve anything, Escalante's class now has to fight to hold on to its victory.

All this would be a nice, heart-warming little tale but for one thing – it's all true. There is a teacher called Jaime Escalante and he really has worked mathematical miracles. Like Colors the atmosphere of the streets and classrooms is unbelievably vivid, with great performances from all the students. But best of all is Edwared James Olmos – Castillo in Miami Vice – joking, threatening, persuading them that they can do the impossible.

It's good to see a film which says that everybody can achieve things if they only have the confidence and work hard. Compare Stand and Deliver with *Nico* (18), a formulaic thriller postponed from last month, in which the 'hero' overcomes his underprivileged background by becoming a violently unorthodox cop. If it comes to a toss up between street warfare or classroom calm, I'm on the side of Escalante and Hodges rather than Nico and McGavin.

Another delayed release is *The Seventh Sign* (15), a not too horrific horror flick in the Omen mould. That great warehouse in the sky has run out of souls so the apocalypse is now. Despite some effects work, most of the gore is kept hidden. Not so with *The Hidden* (18). Here the horror drips, squelches and bleeds in explicit colour.


◄ *Weird goings on in The Seventh Sign.*

▲ *More naughty children in Stand And Deliver.*




If East LA cops have problems, the ones faced by Tom Beck are literally out of this world. Investigating the case of a staid businessman who suddenly goes mad and embarks on a killing spree, Beck is given a new assistant, a young FBI man named Gallagher.

Is there something strange about the self-assured rookie? Beck doesn't have time to wonder because now another man has gone loco, springing up from his intensive care hospital bed to live for kicks! Something very strange is happening – something which looks like a huge slug and which oozes out of one man's mouth just before he dives into the body of another. See, I said it was yucky!

The idea of an alien parasite using its human hosts as disposable shells while it lives for fast cars and rock'n'roll is a great one and the first half of the film is enormous fun. But creativity tails off in the last half hour and the movie coasts in to its climax rather than racing at full speed.

Some times it seems like America – or more specifically East LA – is the only place where anything happens. Then all of a sudden you're supping Guinness in a small Irish seaside town and everything erupts around you. It's times like this you call for *Taffin* (18), at all, at all.

Taffin is the local strong arm man. He collects debts, leans on people, that sort of thing – and you know he's not just a common thug because he's played by brooding hunk and one-time Bond contender Pierce Brosnan. But when big business moves into town, with plans to develop the picturesque cliffs into an industry development, even Taffin has his hands full.

With its pretty scenery and a liberal touch of the blarney, bejabers, Taffin is fairly entertaining. But somehow it isn't tight enough to keep you on the edge of your seat and its underlying debate about the use and abuse of violence is forced.

If you want a film which really flies try *Bird* (15) – the story of the great jazz saxophonist, Charlie Parker. Okay – so this won't please you Status Quo fans but if you're into more mellow music this is one dazzling solo from first to last.

At around two and three quarter hours, Bird is just a couple of minutes longer than Last Temptation of Christ, which gives you some idea of how jazz fans worship Parker – and without wishing to appear blasphemous, this story is a lot more interesting and better made than that pseudo-theological mess.



◀ *Hands up or we shoot.*



▲ *Pierce Brosnan in Taffin.*



▲ *Thumbs down for Switching Channels.*



▲ *Watch the Bird – says Ward R. Street.*

▲ *Kansas is full of corn.*

▲ *John and Yoko – in Imagine.*

Told with all the freestyle of a jazz improvisation, daddio, Bird drifts from poverty to fame, battles with drug addiction and depression, attempts suicide and spends time in mental institutions, told via a series of flashbacks and memories. How good is this film? Well, I went in never having heard 'Bird' play and came out looking for a late night record store to buy an album. Get hip because the 'Bird' really is the word.

I better mention while we're on matters musical another film, which appeared at the end of October. *Imagine: John Lennon* which is a documentary compiled from over 200 hours of film from the late-Beatles' private collection. For anybody interested in the band, or even what happens when a perfectly ordinary Liverpool lad wins fame and fortune beyond most people's imagination.

Talking of superstars, *Switching Channels* (PG) has three of them but still comes out as a weak comedy about satellite TV news. Quite how Christopher Reeve, Burt Reynolds and one of the most intelligent actresses in Hollywood, Kathleen Turner, got mixed up in this mish mash is difficult to understand.

Turner is the ace reporter about to quit to marry spoilt young playboy Reeve while her boss and ex-husband, Reynolds, tries to hold onto her to cover one last story. Fans of old movies will recognise this story from several other incarnations, but Switching Channels doesn't fail because the plot is creaky – it just fails to do it with the style of previous versions. Despite the title, you cannot switch channels in the cinema. Pity!

Slightly more interesting is *Kansas* (15), the story of a college kid, played by Andrew McCarthy, who meets up with drifter Matt Dillon and ends up on the run for robbing a bank. How McCarthy falls in love and tries to avoid the psychotic Dillon is entertaining enough but the film fails to capture the bleakness of middle America in the way that Badlands or last year's Promised Land did. Despite good performances, in the end Kansas is full of corn.

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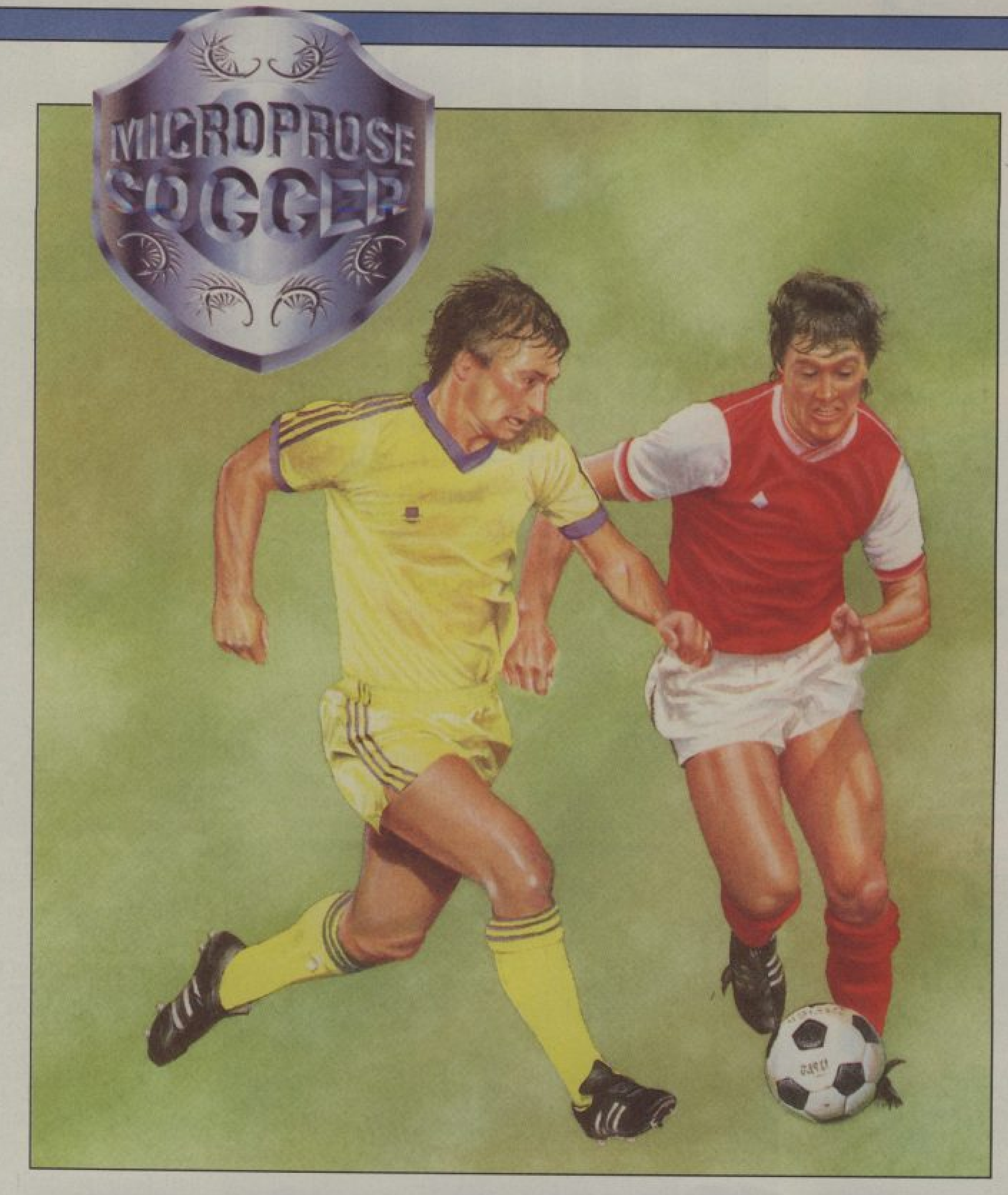
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P.S Anyone entering the Spitting Image competition (see FAX this issue) and wants to draw a cartoon of one of the fine and upstanding body of boys and girls pictured above may find it useful to know which is which. Left to right at back: Lora, Andrea, (Little) Matt, Seamus. Front: Garry, Jaz, Euge. Remember, some of these are caricatures already!






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# FUNNY OL… INNIT …

**Footballs have been kicked around computer screens for just about as long as the gaming habit has existed. 1988 saw more releases than ever before – Tony Dillon asks what is and what is not good computer football.**

Of all the simulations, authentic endorsements and plain old original attempts, there can't be any topic that comes as close to a games player's heart that our very own Soccer. Even in the very early days of paddles and mono displays, where the Grandstand home entertainment console reigned supreme with it's incredible 4-game selection football was one of them Admittedly it was nothing more than computer tennis with double the number of bats, but it was still football. And it was the first.

Since then, many have tried to recreate the feelings of running about on an open pitch, being buffeted by the wind, the cheers of the crowd and smells of the other players. What we at C+VG have tried to do is come up with a comprehensive guide to the more memorable ones, the best, the worst, the one with the nicest graphics, the one that you couldn't tell the difference between the ball and the players, or indeed the players from the pitch, or simply the one that we liked the most. Also, we've put our heads together and come up with a league table of all the football games around at the moment, including the ones we didn't get to mention. So, here goes, straight into section one, which funnily enough is about.




► *European Five-A-Side – budget footy smash.*

## Arcade Football

Of the three genre of football games (Arcade, Managerial and Diagnostic), the arcade is easily, judging by the sales, the most widely popular, though games like Football Manager still rank high up in the list of best selling games. There were many early attempts at football games way back in the dawn of programming history, when programming people were just finding their feet. Now defunct Artic, for example, released World Cup I and II, which both featured small matchstick men, slow gameplay and a very low computer skill level. Funnily enough, World Cup II was given a facelift (well, not really a facelift, more a snip-and-tuck around the chin) and was released by US Gold under the title World Cup Carnival to coincide with the World Cup happening at the time. It came packaged with lots of photographs, posters and other World Cup memorabilia. Nevertheless it flopped and went down in game history as one of the worst games ever, ranking up there with The Great Space Race itself.

Probably the most




► *Computer football – second only in popularity to computer Ninjas.*

# LD GAME, ECIL?




successful of the early arcade football games was International Soccer on the Commodore 64. Originally only available on cartridge (now released on tape and disc by CRL), it featured large blocky graphics, crude animation and a tendency to crash quite a lot (well, mine did!). The funny thing is, even with todays high programming standards and the high level that consumers expect to find of today's software, it's still one of the best you can get on the 64. Except, of course, for a slightly altered version I saw a while ago, changed by the hands of our dear friend, Mr Gary 'Moose' Penn, who changed the players from their running state, and placed them all in wheelchairs, which is sick, and terrible (snigger), and not (cough, splurt) at all (ready to burst) funny (Ha ha ha).

So, what else happened that shook the world of football gaming? Matchday did! Written by Jon Ritman, and Bernie Drummond, it was quite simply incredibly superior to anything that had appeared before it, on the Spectrum anyway. It featured large, well animated graphics, a goalkeeper that could dive and a chance to play through a knockout championship to win the FA Cup, as well as simultaneous two players to boot. Not long after that came Matchday II, which had all the above and then some, such as jumping headers, a league facility with a code entry system, and improved graphics, not to mention DDS. What's DDS? The Diamond Deflection System. What this does is work out what direction the ball's going to travel in when it hits off another player, with the player's speed and direction brought into account.



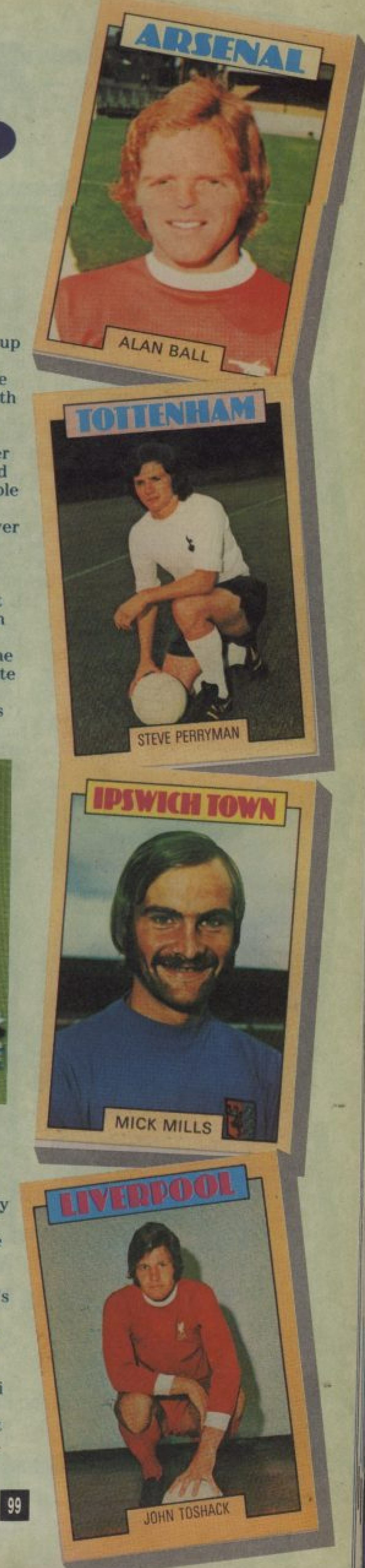
► *Sega Soccer – C+VG's all time fave footy game.*

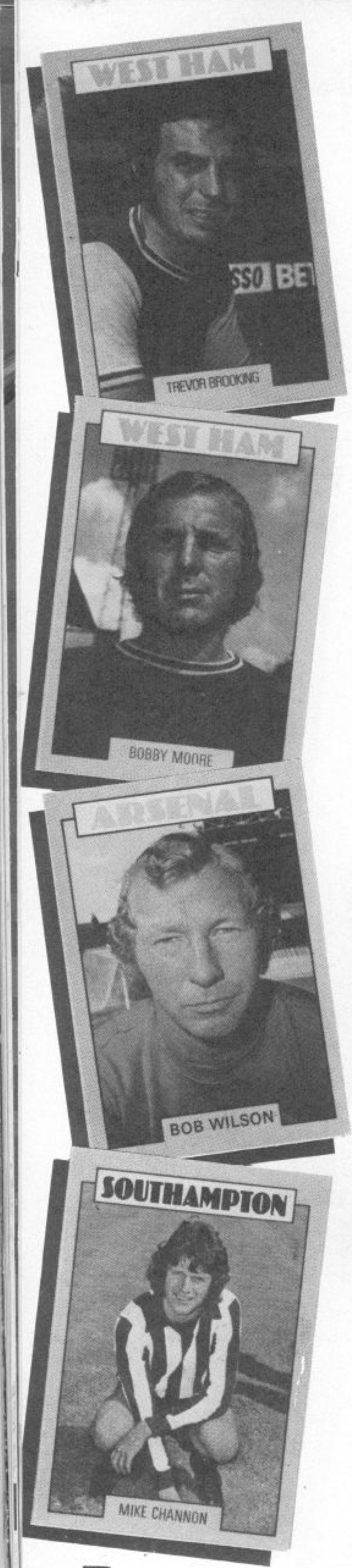
Between these two came the game that should have been a lot better and, judging by its features, it was. Unfortunately, it wasn't. Super Soccer included things like sliding tackles, energy levels and extra training, but was so bugridden and unplayable that it flopped. One major bug was the energy thing. If you played a long game, the players would run out of energy quite quickly. What they would finally end up doing was jog around the pitch at a snail's pace, then if you tried to do a sliding tackle, they wouldn't get up again, so basically 80 minutes into the game, the pitch would be littered with dead players.

Both the Nintendo and Sega have their own soccer games. Nintendo's is called Soccer, and is quite playable and has several levels of play. It also has a two-player option, but suffers from slightly sluggish joycard response. That withstanding, it's still a lot better than you can buy on most home computers.

Sega's World Soccer is one of C+VG's all-time favourite games, and can be held responsible for many hours of lost work time – particularly the case with Gary Williams, the Ads Manager. Unlike him, though, the game is absolutely brilliant and fully captures the spirit of a big game, with the players able to do overhead kicks, banana shots and slide tackles. It's a shame that it's only available on the Sega, as it's the best soccer game on any home system.

Up until recently, games have been displayed in semi forced perspective 3D, which works really well but often makes aiming for the goal difficult. Now a new



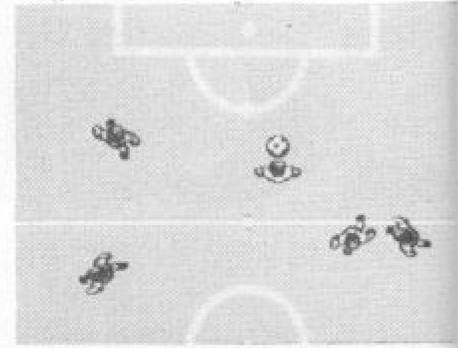



# FUNNY OLD GAME, INNIT CECIL?

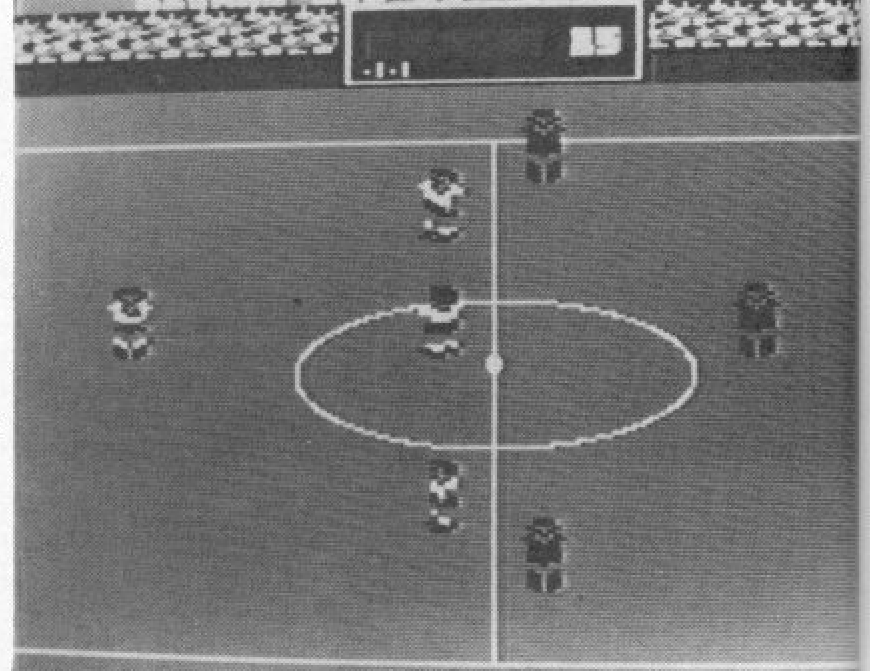
trend is emerging: the overhead viewpoint.

Games like European 5-a-Side and Supercup Football let you view the action from above, which gives a much more accurate look at the action, with the size of the ball increasing and decreasing to denote boots skyward. Easily the best, however, is the new one from Microprose/Sensible Software. It's smooth, fast, very playable and extremely polished and scored 95% in the last issue. It's menu system is incredible, and the game comes a very, very close second to World Soccer – it's easily the greatest football game available for home computers.

But these are mere highlights of all the arcade football games around at the moment. Check out the league table for the full C+VG report. Now, let's move onto the next section, which by some staggering coincidence happens to be about.



▲ Microprose Soccer – is the one to wa



▼ Gary Linekar failed to score. ▲ Matchday – superb on the Speccy.

## Managerial Football

Moving completely away from games that require fast reactions and an eye of an eagle, and onto the slower, more thoughtful games that are around the managerial. Typically: in a managerial game you take the role of the manager/secretary/-accountant of your chosen team and have to make all the right decisions with the ultimate aim of taking your team to the top of their league and winning the FA Cup/World Cup/Nations Cup/whatever. Of all the ones I've seen, rather than mention games that stand out, I'm going to talk about the companies involved. First is Kevin Toms' company, Addictive. They released the first successful managerial game way back in, oh, well it was a while ago. It was then hailed as the best football game ever (not much of claim; check out the opposition at the time!) and was pretty simplistic. Written in 100% basic, it consisted of a series of screens with a choice on some of them. After cycling through them, you get a few highlights of the match you just played, with matchstick men and beepy sound effects. Though not much by today's standards, it still has to get a mention for being the original. I wish I could say the same for it's successor, FM2. The only difference between them were screen redesign and better graphics on the game highlights. A shame really, considering what could have been done.

One company that I have to mention are D+H games, a company almost solely devoted to managerial games, especially football ones. Though none of their games require huge amounts of thought, feature no graphics, have a tendency to be slow and are generally small, there is still an edge of the seat feeling when playing a match as minute by minute it updates the score. Probably their most famous one is Football Director.

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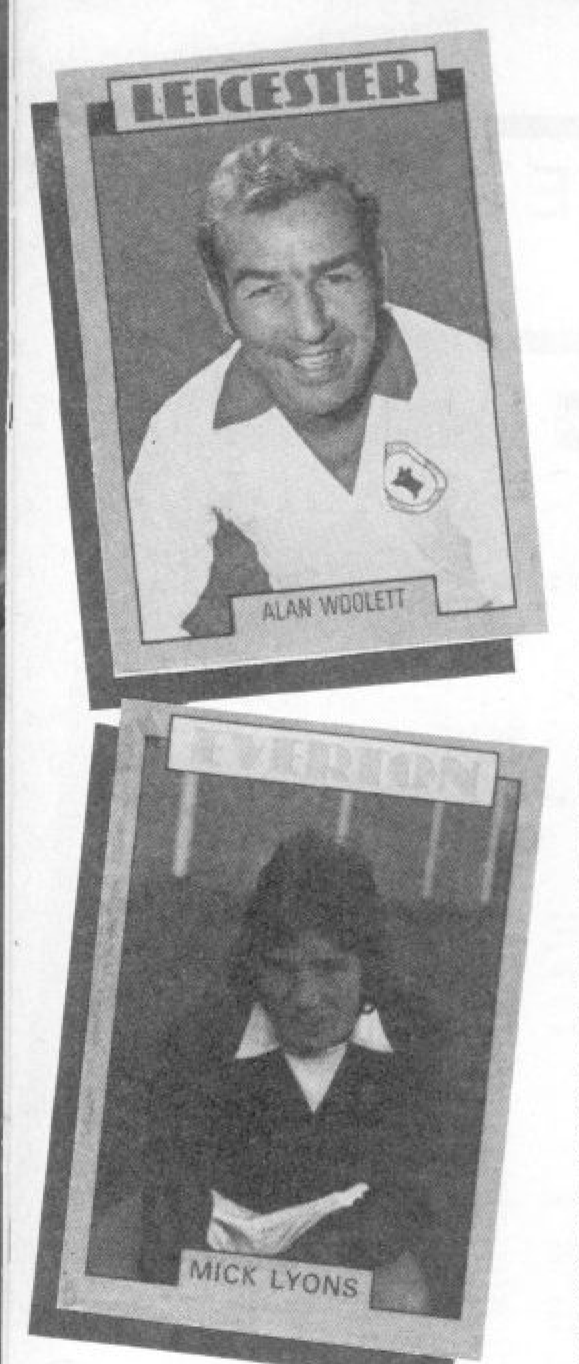
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# FUNNY OLD GAME, INNIT CECIL?

What a lot of people don't know is that Football Director is only part of a series. As well as the usual Football Director II, which boasts nicer screens and faster gameplay (except on the +3, which is six times slower than any other version), there's a two-player Super League, which is identical to Football Director except that it boasts two-player simultaneous action, and International Manager, which is Football Director set in the topsy turvy world of international football.

The last company I have to mention is the company that has recently written the best ever managerial game, Goliath Games. Headed by Doug Mathews, of ex-Scanatron fame, Track Suit Manager was the company's first release, and was well-received by everyone and featured all the teams in the World Cup, and all the players in all the teams (around 700 in all) as well as accurate statistics on all of them, a revolutionary match commentary system that gives you a continuous flow of text telling you what's happening on the turf. All this would normally cost speed, but in this case it doesn't. The speed of the game is fully adjustable via the joystick, from the full 45 minutes a half, right down to eight seconds a half. The Spectrum version is a bit slower than the Commodore version, and boasts a masterful piece of compaction. All the data just fits, and looking at the statistics I've been given, there were two bytes left at the end of it. The funny thing is there were two spelling mistakes, "Substitute" and the other one escapes me for the moment. The point I am two letters missing altogether, so if those letters were included, there would be no room left at all.

I can't talk about managerial games, though, without mentioning the worst: Soccer Boss. Soccer Box is not a very good game. In fact, it's very bad. It boasts amazingly s-l-o-w gameplay, unresponsive controls and is sooó easy. Needless to say, it's still riding high in the budget software charts. Makes you think, doesn't it?

But of course, there are many others. This is just the cream of the crop and we simply haven't the space to re-review all the old games, for the simple reason that there are so many of them. We came up with over 30! Plus there are lots of pools prediction things and record filers and lots of other serious gimmicks that can't be classed as games.

We leave you now with the league tables. We've done two because it just isn't fair to class arcade games alongside strategy games.

If you've written a football game that you think is any good, or you know of one that isn't mentioned here and you think it should be, then why not drop a line to C+VG. Even if it doesn't get reviewed in the mag, we'll still get back to you and let you know what I think of it. Please include an S.A.E. if you want the tapes returned.

**Football Feature – League table 1 – Strategy**

| Title | Home ground | Realism | Depth | Speed | Visuals | Fun | Tot |
|---|---|---|---|---|---|---|---|
| **Tracksuit Manager** | Goliath Games | 9 | 8 | 9 | 7 | 8 | 41 |
| **Brian Clough's FF** | CDS | 6 | 8 | 8 | 2 | 10 | 34 |
| **Football Director 2** | D+H Games | 4 | 6 | 6 | 5 | 8 | 29 |
| **The Double** | Scanatron | 8 | 6 | 3 | 3 | 6 | 28 |
| **Football Director** | D+H Games | 4 | 3 | 3 | 4 | 7 | 21 |
| **2 Player Super L.** | D+H Games | 4 | 3 | 2 | 3 | 8 | 20 |
| **Int. Manager** | D+H Games | 5 | 3 | 3 | 3 | 5 | 19 |
| **Football Manager** | Addictive | 2 | 1 | 3 | 3 | 5 | 14 |
| **Football Manager 2** | Prism Leis. | 2 | 2 | 2 | 5 | 3 | 14 |
| **On The Beach** | Cult | 3 | 2 | 1 | 2 | 3 | 11 |
| **Soccer Boss** | Alternative | 2 | 1 | 1 | 2 | 1 | 7 |

All the marks are corresponding to the best version of that game. The +3 version of Football Director 2, is six times slower than any other version, so it would be unfair to review that version.

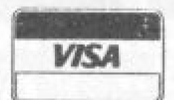
**Football Feature – League table 2 – Arcade**

| Title | Home ground | Graphics | Sound | Playability | Value | Fun | Total |
|---|---|---|---|---|---|---|---|
| **Sega Soccer** | Sega | 9 | 8 | 8 | 8 | 9 | 42 |
| **MicroSoccer** | Microprose | 9 | 7 | 8 | 8 | 7 | 39 |
| **Match Day 2** | Ocean | 8 | 6 | 8 | 7 | 8 | 37 |
| **International Soc.** | CRL | 5 | 4 | 9 | 9 | 8 | 35 |
| **Match Day** | Ocean | 7 | 4 | 7 | 6 | 6 | 30 |
| **European 5-a-side** | Silverbird | 6 | 6 | 5 | 8 | 4 | 29 |
| **Gary Lineker's SS** | Gremlin | 6 | 4 | 6 | 5 | 5 | 26 |
| **Peter Beardsley's** | Grandslam | 7 | 5 | 4 | 3 | 3 | 22 |
| **Supercup Football** | Silverbird | 3 | 2 | 4 | 6 | 4 | 19 |
| **Super Soccer** | Imagine | 5 | 3 | 3 | 2 | 3 | 16 |
| **Roy of the Rovers** | Gremlin | 2 | 1 | 2 | 1 | 1 | 7 |
| **World Cup Carn'.** | US Gold | 1 | 1 | 1 | 1 | 1 | 5 |

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Computer role playing and adventure gaming is changing fast. Their definitions are becoming blurred at the edges – plus all sorts of technological breakthroughs are happening that are giving a tremendous fillip to this new genre.

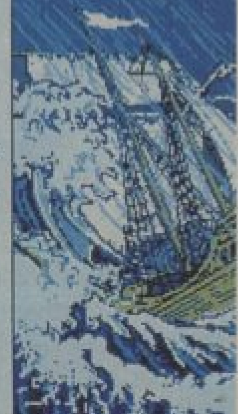
To cater for this new breed of games, C + VG is proud to present AGM, a specialist column written for the advanced games player by world experts on the subject: Keith Campbell, Wayne B Gamer and Eugene Lacey. So, if you're interested in role playing games like AD + D, Ultima and Bard's Tale, as well as leading edge adventures, board games, PBM and anything else that is truly challenging, AGM is the essential monthly read.

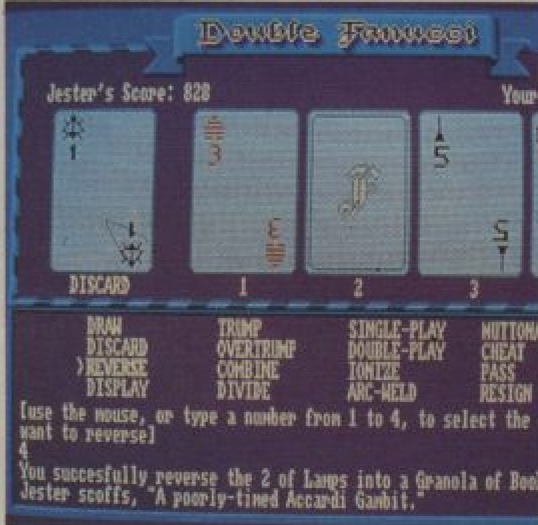
# Text Adventures Dead

A wind of change is blowing through the UK's top adventure companies – a right royal force ten gale from the role playing game developers that threatens to kill the static lateral thinking puzzle on computer stone dead. Already Level 9 have committed to producing Fantasy Role Playing games and have also announced that they have developed a new, highly animated, graphics based system for their adventure games – a system more akin to the Sierra 'Leisure Suit Larry' and 'Police Quest' system than to anything else.

Magnetic Scrolls Ken Gordon describes the official company line as "to be tight lipped about future projects." But what he would say is that he believes that adventure and RPG are two different things, that RPG is not particularly new because games like Wizardry were around five years ago, and that next year there would be dozens and dozens of Dungeonmaster clones on the market and that they just might not be bought by anyone.

*Shogun – Infocom flash their piccies.*






*Zork Zero – adventures are changing.*

Infocom are not quite so conservative. They have already decided on what for them can only be understated as a Thatcherite U-turn of the most enormous proportions. Wait for it – all new Infocom games from now to eternity will have graphics.

This is a complete change of policy from when Infocom boss Dave Lebling told our sister magazine CU – only twelve months ago – that he believed the firm had a long way to go with developing personalities of characters in games through text – rather than adding graphics and other frills just because the 16 bit machines had this potential.

The new Infocom graphics system and parser (the mechanism that tells you whether you have the right answer or not) will so far only work on the IBM pc and compatables. An Amiga version is planned, and an ST version is being considered, but there will definitely not be a Commodore 64 version because of memory limitations.



# Dark It

Obstacle counters pop out of card sheets.

Range Measure – tells you if enemy cards are near enough to be blasted.

Dark Future may be the role playing bo game launch of the year – definitely Ga Work Shop's biggie and highly conver to computer.

Set in a grim future world where crim gangs terrorise the highways. The game creates a battle between the gangs and a equally tough breed of bounty hunter.

GW's new larger box will be used on all new games.

More counters and Dar Games Wor

# k Futures

Rules for advanced game – and scene setting novella.




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the sides are armed to the hilt with fast cars, mega death dealin weapons, extras.

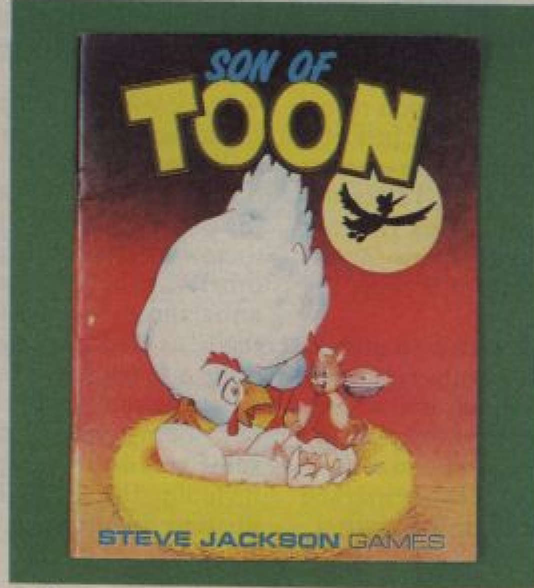
Dark Futures is not at all like the sometimes disappointing contents of a GW box. This one is packed full of expensively produced cars, tracks, counters and rule books. Loadsa bits – and so it should with a hefty £19.99 price tag.




rs and 'Dum cars – v. popular at
Games Worl



# Toon Toon




▲ *Toon – cartoon role playing,*

Son of Troon is a cartoon role playing game from ace designer Steve Jackson.

Design your own cartoon characters and play with them is what Toon is all about – Son of Toon provides more info for GM's (Games Masters), expands on the original game – and is also going dead cheap in some shops – so don't miss the bargain.

# New AD+D Games



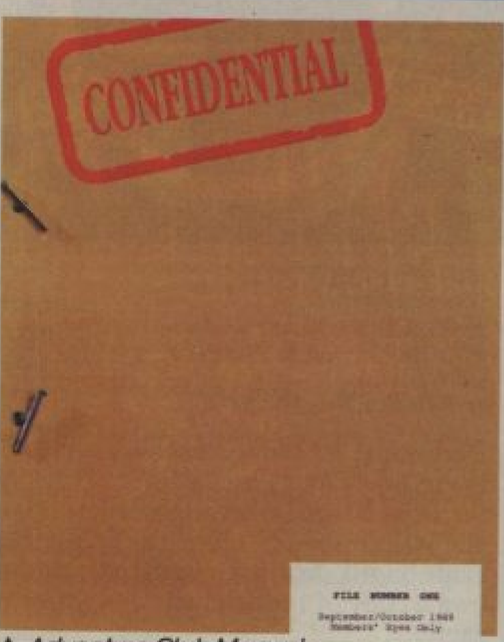

▲ *AD&D – two new games.*

True to their word – S.S.I. have launched two new Advanced Dungeons and Dragons products.

The Dungeon Masters Assistant is a utility for owners of the Commodore 64 version of Pool of Radiance – which was the first official AD&D game and a storming success in the US charts. It is only now going into the shops in the UK – with Spectrum, IBM, and ST versions not expected until late and early next year.

The Dungeon Masters Assistant enables you to generate your own encounters and offers over 1,300 monsters and characters (including all monsters from the official AD&D Monster Manuals I and II.

Hills Far is the second totally new AD&D game – being more arcady and enabling you to take with you your characters from Pools. Don't expect to see it in the UK until next Spring.




▲ *Adventure Club Magazine.*

# Scrolls Back Adventure Club

Magnetic Scrolls are to produce a number of mini-adventures exclusively for Official Secrets, the discount-mail-order and adventure club run by Tony Rainbird. The disks will be distributed free with 'Confidential', the club magazine, mailed to all OS members.

Confidential magazine will be produced every other month and is described as "produced by experts with experts in mind".

Membership of the club costs £19.95 and includes discounts on new adventure games , free hints and tips, the magazine, and competitions.

# Naughty Larry II

A host of new adventures are about to arrive from Sierra.

Police Quest – The Vengeance, has the local jailer murdered, and your girl-friend kidnapped. And finally Larry will make a re-appearance in Leisure Suit Larry II – Looking For Love (In Several Wrong Places). With Larry off on a dream cruise on the "Lover's Boat", he doesn't reckon to get caught up in espionage and intrigue.

A development of the Quest format is evident in a totally new adventure, Manhunter, in which the picture is the view as seen by the hero, rather than being a view of the character himself.

Sierra On Line games will be released in the UK by Mediagenic/Activision.



# AGM

► SUPPLIER: GAMES WORKSHOP.
► PRICE: £9.99.
► COMPLEXITY: NOVICE UPWARDS.
► REVIEWER: WAYNE.

# CATACOMBS

*Dungeonquest Catacombs* is the second expansion kit for the *Dungeonquest* boardgame and you are unable to use it as a game on it's own. You need to own a copy of the original game.

For those of you who haven't heard of the original game before, I'll give you a brief rundown. *Dungeonquest* was designed by a couple of Scandanavian gamers to be played in a quick, fast and decisive manner.

Really and truly a board game – it can be played by up to four players and there are also rules for solo play if required. The aim of the game is to enter Dragonfire castle, defeat any monsters or trops that get in your way and eventually end up in the Dragon's lair. Here you have to steal as much treasure as possible without waking the Dragon, and then exit the castle with your booty. You have 26 turns to achieve all of this.

The original game is perfect for absolute novices to play, as it is easy to play and introduce new gamers to the basic concept of boardgaming. However, for anyone other than this, the original game would soon become dull as there is not enough material to maintain a continual interest. GW released *Heroes for Dungeonquest,* which was reviewed in September's C + VG. This gave the game more playability, by introducing twelve new characters. However, after a while, the novelty of this begins to wear off so they have now released *Catacombs,* which expands the game even further.

For your money you receive one ten sided die, 12 new room cards, 8 new treasure counters, 20 new room tiles, 12 new search cards, 12 new room cards a couple of new Crypt and trap cards plus two rulebooks.

The basic idea is to mingle the new catacombs room tiles with the originals and when drawn, they enable you to enter the catacombs, if you wish to do so. These tiles are marked with a black arrow pointing down for easy recognition.

Once in the catacombs you must remove your characters playing piece from the board and place it on your character sheet. At the start of your next turn you must draw a catacomb card and follow it's effects. This could be anything from fighting a horde of rats to a cave troll or finding some treasure.

On exiting the catacombs, you come back up to the dungeon proper, but not in the original place you left! You have to add together all the catacomb cards you have collected, roll a 10 sided die and then refer to a simple chart. This tells you where you have re-surfaced.

Included in this expansion set are some new room cards. GW recommend that you take out certain existing cards from the original game and replace them with the new ones otherwise the game becomes unbalanced. I would agree with them, as after playing the game quite a few times, I found it quite lethal to say the least. The new room counters include some very formidable foes, including the deadly Doom Shadow who follows you about and eventually kills you, unless you can shake him off, and the annoying Snotlings, who are not hard to defeat, but sap your Life Points.

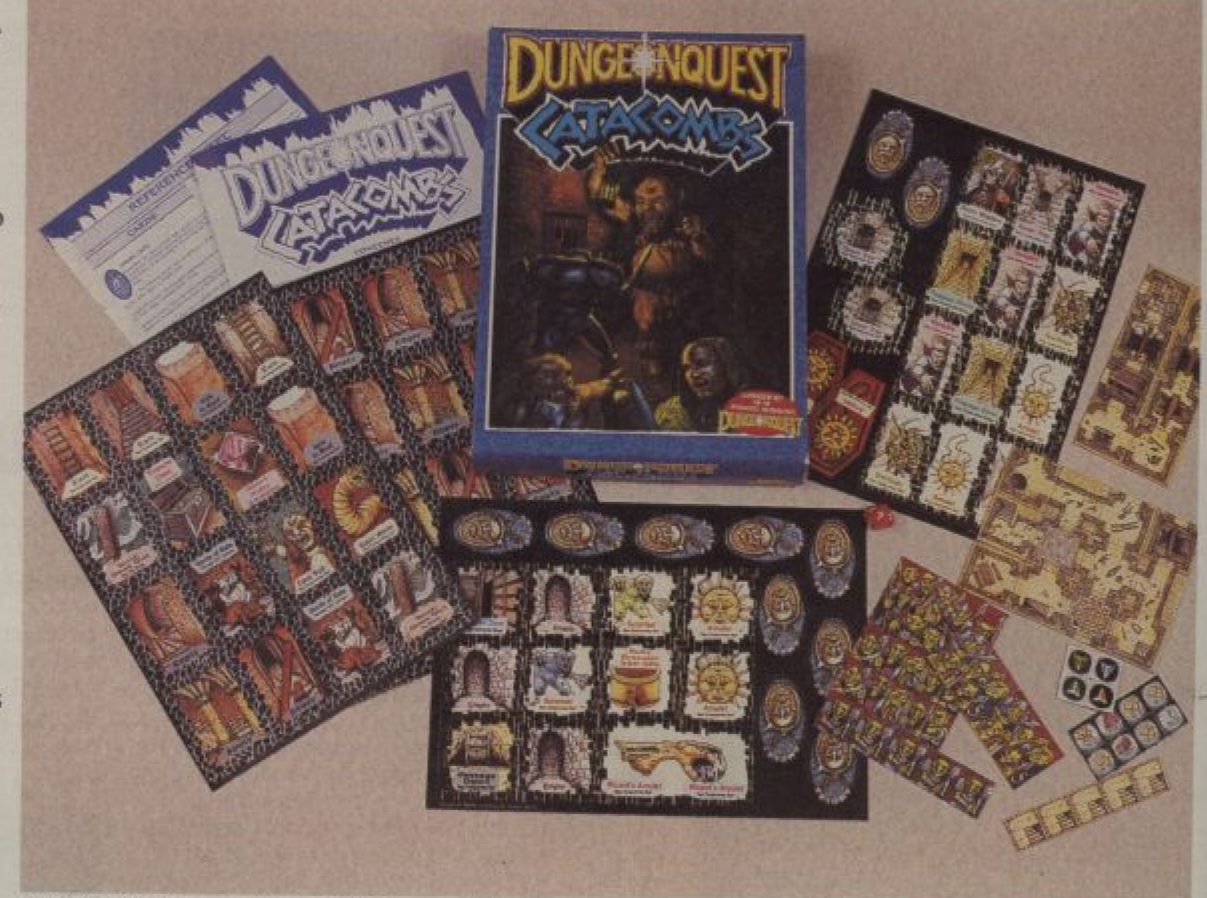
Also included are a new set of Magic Amulet counters, which, when found, can be worn or ignored. If you find one of these magic artifacts, the player on your right takes the top magic amulet card and keeps it until it takes effect. At that time only can the player on your right read out what is on the card and hand it over to you. The effects range from almost instant death to the power of levitation.

The expansion kit itself plays quite well, and will extend the interest of the game for quite a long time . . . if you live that is!! I must admit that the instant death and "roll a certain number or your dead" options put me off a little. This is because too much rides on pure luck.

It is quite possible to start this game and die almost immediately on a regular basis.

I must also admit that when I opened the box, I found the actual contents to be lacking for the price asked. I would want more for my hard earned cash than just five sheets of full coloured, well printed paper and two thin rulebooks.

If you do intend using the Catacombs, then I would suggest giving your characters a couple of extra life points and changing some of the new "instant death" counters to encounters that rob you of 4-6 life points. I found that my characters lasted longer and we had more fun that way!



▲ *Catacombs – not one of GM's greatest.*

| | |
|---|---|
| ► VALUE | 5 |
| ► PLAYABILITY | 7 |
| ► PRESENTATION | 9 |
| ► LASTABILITY | 6 |
| ► OVERALL | 6 |

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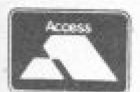
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| 1943 | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 14.99 | 13.12 | 8.99 | 7.87 | 12.99 | 11.37 | 19.99 | 17.49 | - | - | 19.99 | 17.49 |
| Barbarian 2 | 9.99 | 8.74 | 12.95 | 11.33 | 9.99 | 8.74 | - | - | 9.99 | 8.74 | - | - | 24.95 | 21.83 | | - | - | - |
| Bards Tale | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | - | - | - | - | - | - | 24.95 | 21.83 | 24.95 | 21.83 | - | - |
| Bionic Commando | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 11.99 | 10.49 | 8.99 | 7.87 | 12.99 | 11.37 | 19.99 | 17.49 | 19.95 | 17.49 | - | - |
| Buggy Boy | 9.95 | 8.71 | 14.95 | 13.08 | 9.95 | 8.71 | 14.95 | 13.08 | 7.99 | 6.99 | 14.99 | 13.12 | - | - | 19.95 | - | 24.99 | 21.86 |
| Daley Thompson's Olympic Ch | 9.95 | 8.71 | 14.95 | 13.08 | 9.95 | 8.71 | 14.95 | 13.08 | 9.95 | 8.71 | 14.95 | 13.08 | - | - | 19.99 | - | - | - |
| Empire Strikes Back | 9.95 | 8.71 | 14.95 | 13.08 | 9.95 | 8.71 | 12.95 | 11.33 | 9.95 | 8.71 | 14.95 | 13.08 | 13.95 | 17.46 | 19.99 | - | 19.95 | 17.46 |
| Football Manager 2 | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 14.99 | 13.12 | 19.99 | 17.49 | 19.99 | 17.49 | 19.95 | 17.49 |
| Gold Silver and Bronze | 14.99 | 13.12 | 24.99 | 21.87 | 14.99 | 13.12 | 17.99 | 15.74 | 14.99 | 13.12 | 17.99 | 15.74 | - | - | - | - | - | - |
| Hawkeye | - | - | - | - | 9.99 | 8.74 | 12.99 | 11.37 | - | - | - | - | - | - | 19.99 | - | | |
| Nightraider | 9.99 | 8.74 | 14.99 | 13.12 | - | - | - | - | 9.99 | 8.74 | 12.99 | 11.37 | 19.99 | 17.49 | 19.99 | 17.49 | - | - |
| Outrun | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 11.99 | 10.49 | 8.99 | 7.87 | 12.99 | 11.37 | 19.99 | 17.49 | - | - | - | - |
| Overlander | 9.99 | 8.74 | 14.99 | 13.12 | - | - | - | - | 17.99 | 6.99 | 12.99 | 11.37 | 19.99 | 17.49 | - | - | 19.95 | 17.49 |
| Peter Beardsley's Football | 8.95 | 7.83 | 14.95 | 13.08 | 9.95 | 8.71 | 14.95 | 13.08 | 8.95 | 7.83 | - | - | 18.95 | 17.45 | - | - | - | - |
| Platoon | 9.95 | 8.71 | 14.95 | 13.08 | 9.95 | 8.71 | 14.95 | 13.08 | 9.95 | 8.71 | 14.95 | 13.08 | 18.95 | 17.46 | 19.95 | 17.46 | 24.95 | 21.83 |
| Road Blasters | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 14.99 | 13.12 | 8.99 | 7.87 | 12.99 | 11.37 | - | - | - | - | - | - |
| Salamander | - | - | - | - | 8.95 | 7.83 | 12.95 | 11.33 | - | - | - | - | - | - | - | - | - | - |
| Starglider 2 | - | - | - | - | - | - | - | - | - | - | - | - | 24.95 | 21.83 | - | - | 24.95 | 21.83 |
| Street Fighter | 9.99 | 8.74 | 14.99 | 13.12 | 9.99 | 8.74 | 14.99 | 13.12 | 8.99 | 7.87 | 12.99 | 11.37 | 18.99 | 17.49 | - | - | - | - |
| Supreme Challenge | - | - | - | - | 12.95 | 11.33 | 16.95 | 14.83 | 12.95 | 11.33 | 16.95 | 14.83 | - | - | - | - | - | - |
| Target Renegade | 8.95 | 7.83 | 14.95 | 13.08 | 8.95 | 7.83 | 12.95 | 11.33 | 17.95 | 6.96 | 14.95 | 13.08 | - | - | - | - | - | - |
| Track Suit Manager | - | - | - | - | 9.95 | 8.71 | - | - | 9.95 | 8.71 | - | - | - | - | | | | |
| Vindicator | 8.95 | 7.83 | 12.95 | 11.33 | 8.95 | 7.83 | 14.95 | 13.08 | 7.95 | 6.96 | 14.95 | 13.08 | - | - | - | - | - | - |
| Virus | - | - | - | - | - | - | - | - | 7.95 | 6.96 | 12.95 | 11.33 | 19.95 | 17.46 | - | - | 19.95 | 17.49 |
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# AGM Helpline

Just as I thought Infocom had won the Great Parser Debate, here comes *Dai Teague* to throw a spanner in the works! After playing his first Infocom game, *Leather Goddesses,* he was very disappointed. "I didn't much enjoy the game scenario anyway, and I didn't think much of the parser, either. Compared to Magnetic Scrolls' near-perfect parser, I would say it comes a definite second," says **David**, adding: "Hate me for this you may, but maybe other Infocom games (I'm ordering some) may bring me round to your way of thinking." My way of thinking? Have I ever said what that is? Me, I just stand in the middle and stir things up . . .

Some adventures become classics, and almost every classic adventure has its classic problems! *Hitch Hiker's Guide* has its Babel Fish and Screening Door problems, *Hulk* its ants, and *The Pawn* its Boulder and Dragon problems. But more recently, *Beyond Zork* has come up with a problem so difficult, that people who have finished the game have failed to crack it! Even C + VG's own *Paul Coppins,* (yes, he still lends his expert's hand to answer the Helpline mail!) who, legend has it, solves an Infocom adventure each day before breakfast, and two Magnetic Scrolls adventures by lunchtime, telephoned me the other day, desperate to know how to get the jewel from the idol! At last, thanks to *Stephan Englhart* of Ingostadt in West Germany, I can reveal all!

**Jean Solar** and his friends in St. Julians, Malta, are playing Ultima IV. They are getting desperate for the CODEX – where are the stones they need to get the keys, and how can they get them?



▲ *Ultima IV – if you're stuck drop us a line.*

**Darryl Bartlett** has a whole host of questions – it seems he's multi-tasking a number of games simultaneously! Where is the gold coin to give to the peasant, in Custerd's Quest? How do you free the girl after killing the dragon in *Claws Of Despair?* How do you get past the door to enter the castle, and how do you get the rabbit, in *Zacaron Mystery?* And how do you open the chest in the tower of Styx, in *Inferno?*

*Ian Wall,* of the Essex Constabulary, wants to arrest a drunk, but doesn't know how to go about it! He's playing *Police Quest,* of course!

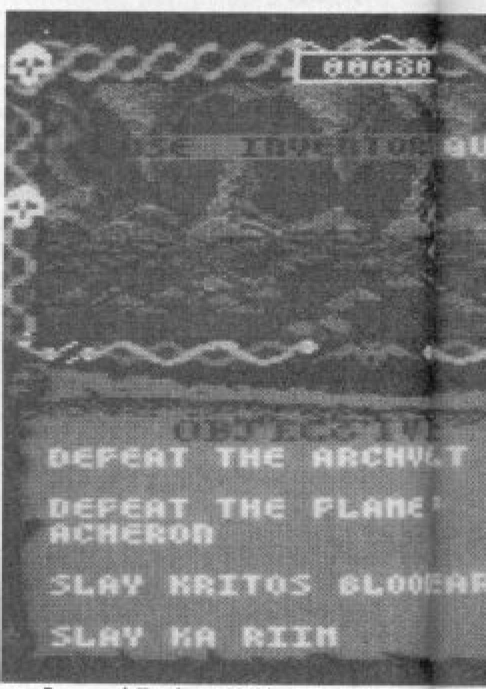
There's a dragon protecting a gem upstairs in Shadowgate, and Christopher and Anthony Albon want to know how to get it! Who can help?

Some old Beeb adventures come in for a reprise this month! *Robert Sanders* of Tow Law, wants to know where to find the satin turban in *Acheton,* and how to get to the pirate's hideout in *Sphinx. Sphinx* was an Acornsoft adaptation of *Colossal Cave,* and if the pirate problem was faithfully copied, then the pirate's hideout is in the maze near the orange column.

Matthew Conway was recently held up by the gatekeeper in Karyssia. Greg Quinn of Portadown has come up with the answer – and it's a bit of a shocker! It seems there are TWO passwords that allow you to get into Part 2, and only one is correct. What's worse, you won't necessarily know if you're using the bad one – except you won't be able to get past the gatekeeper! At a guess, Matthew, you are using ORLA. Wrong! To get the real one, says Greg, you must first find the silver falcon, a feat achieved by planting the acorn in the soft ground S, E, N, S, S, E of Florassia's shop, and climbing down the rope that you can tie to it. Use that password to get into Part 2, and the gatekeeper should present no problem!

Reading the October Helpline, Cieron Faux decided he could help Christopher Waite and Gary Edwards, who were both stuck in *Wolfman*. Look in the Clues section, lads! Meanwhile, Stuart Day's problem has quite a complicated solution, says Cieron, who invites Stuart to write to him (with SAE) at 23 Norman Road, Tunbridge Wells, Kent TN1 2RT, for a full explanation.

Help came this month from: Stephen Englhart, Ingolstadt; Cieron Faux, Tunbridge Wells; Paul Hardy, Sheffield; A.J. O'Donovan, Southampton; Christopher and Anthony Albon, Southampton; and Jorn Jensen, Hobro, Denmark.


▲ *Beyond Zork – KC has the clues.*

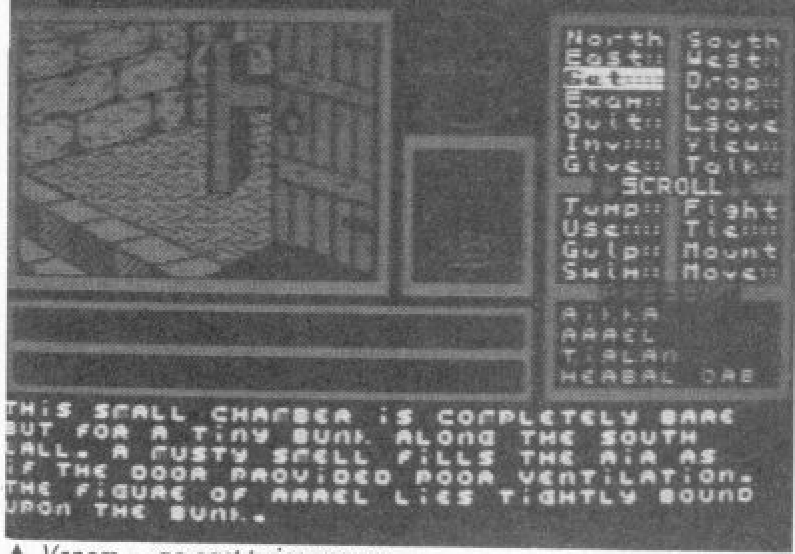
**WOLFMAN:**
To avoid death in the bedroom, examine it, and pull back the curtains to block out the moonlight. Undress, get into bed, and kiss David. To pass the guards in the morning, type ASHENLEA. To pass the monster near the coffin, wait until it is following you, and head west to the cave opening.

**BEYOND ZORK:**
To get the jewel from the idol, you must attack the baby Hungus. Beat him, and when the mother chases you, go to the idol. Climb the idol when mother Hungus steps on it, thus stopping it from tilting. When you have fallen in, the mother will eat the jewel. Get out by using the 'Eversion' staff, and also use it to get the jewel from the stomach of the mother Hungus.

Take everything you find, mount your horse, and go east twice.

To enter the tap room, after passing the Venomite priest (above) go to the inn, and try to go south.

**VENOM:**
To pass the priest, leave your horse in the copse, examine Beris, and move the body. The moon should be up. Type HOWL to become Wolfman, and kill the monster.



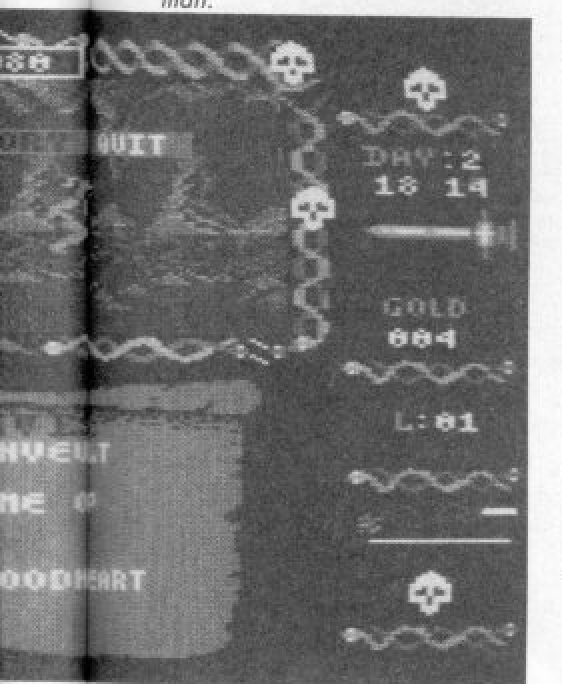

▲ *Venom – go east twice young man.*

**QUEST FOR THE GOLDEN EGGCUP:**
Dig in sand to escape the dungeon. If all else fails, be a Smart Egg.

**SHADOWGATE:**
Operate the 'Land under the heavens' scroll from the desk drawer, on the globe.

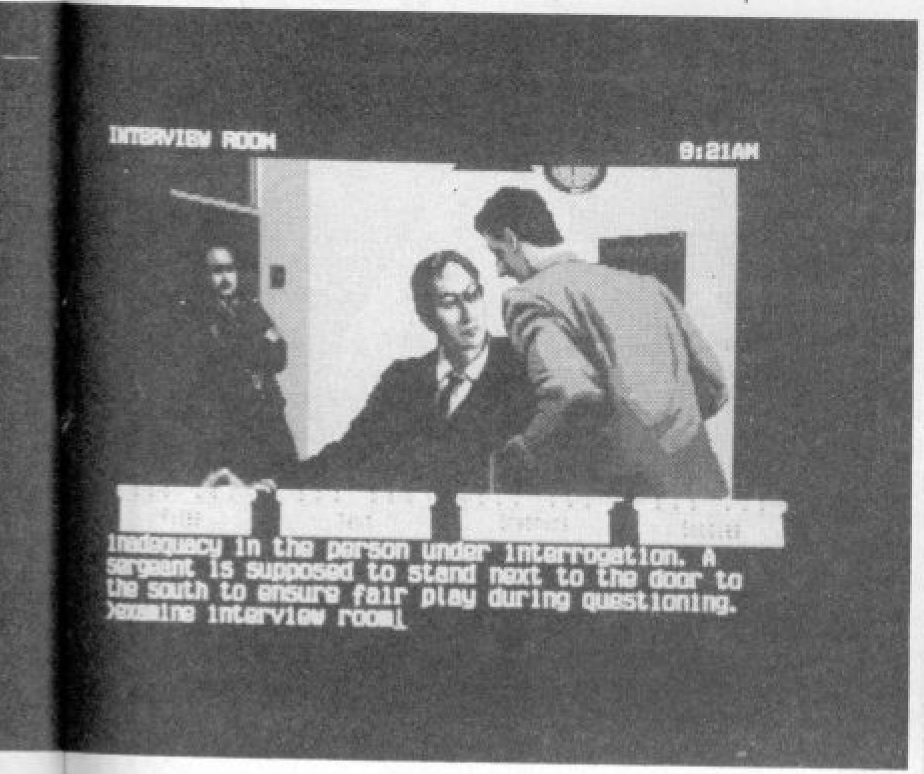
**DODGY GEEZERS:**
Meet Mr. Video in the amusement arcade 10 turns from when the night begins. Then answer the phone in the public bar after 141 turns.

**CORRUPTION:**
To leave hospital, masquerade as another patient.




*es.*

*Corruption – KC knows how to*
▼ *get out of the hospital.*




# Letters

Francis Burraston from Bath wants to be a champion! "I read your review of Champions in the July issue of C + VG and as it was a departure from the usual kind of FRP game that I usually play, I went to my local hobby shop and tried to buy it. However, I was told that the game wasn't in stock and, as it was imported, I wouldn't have a chance of obtaining it anywhere. Therefore I am turning to you Wayne to help me locate a copy and tell me where I can buy it.

*No problem Francis. Contact: Chris Rule, c/o Games Of Liverpool, 89 Victoria St, Liverpool, L1 6DG with a large ssae and they will send you their catalogue, which contains the original Champions rulebook as well as all the supplements which are available for it.*

Another FRP'er in trouble is Alex Monty, who has painting problems. "I like to paint Miniature Fantasy figures and, like Wayne Yeadon in a previous C + VG letters page, I haven't had much success in finding books which will help my fantasy painting technique. I have heard from a friend though that a book called "Hero's For Wargames", published By Paper Tiger exists and that is supposed to be a really brilliant guide for novice painters. Do you know where I can get it from as I need it desperately?"

*I have heard that such a book exists, in fact a FRP'er by the name of Robert Bunston wrote and told me about it. However, I don't know who sells it, if it is indeed still in print, or how much it costs. Can any C + VG FRP'er out their lend a hand? If so drop me a line at C + VG and I will give a prize to the first person that sends in the correct info and publish their letter.*

Sven Hajbourge from Norway writes: "Sometimes you tell people to enclose a Stamped Self Addressed Envelope when enquiring about certain F.R.P and P.B.M. items, however, I and many other F.R.P. players who are based abroad cannot do this. Please help me find a solution as I would very much like to write away to some of the games companies for information."

*What you should do Sven is to go to your nearest post office and get an International Postal Certificate and send it to the relevant company. This allows them to claim the value of second class postage on anything they send you, excluding parcels. If you can't get one of these, try obtaining an international money order from your bank for the sum of £1.00 and it should sort the matter out.*

Dear Wayne,
Is it true that Warhammer is going to be available for computer. Can you tell me if there will be a Spectrum version and when will it appear.
Jane Scroggins,
Manchester.

*Dear Jane,*
*There will indeed be a Spectrum version Jane, but don't expect to see it until well into '89.*

Dear Wayne,
I have heard of a phone-in FRP game called Fist? How do I get involved in it and how much will it cost.
Matthew Bilger,
Bounds Green.

*Simple – just phone 0898 800 876 and all will be revealed BUT BE WARNED – it costs a lot – 25p per minute at cheap rate – and 38p per minute at peak. We will shortely carry a review of the game – so I'd advise you to wait till you read it before reaching for the phone.*



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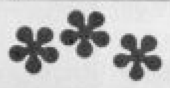
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# AGM




▲ *Lancelot – prays for success.*

# LANC

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**► REVIEWER: KEITH CAMPBELL.**

Squire Lancelot rode his steed towards Camelot, slowing down as he approached a ford. The Black Knight challenged him: 'Show you are worthy, before I will allow you to cross!' he exclaimed. So Lancelot did attack him, and before long, being a capable swordsman, he had the knight at his mercy. Behaving in the most chivalrous way, he was rewarded with an invitation to the King's presence the next day, to be made a Knight of the Round Table, for the Black Knight was none other than King Arthur himself.

The next day, after the ceremony, Arthur related that many of his knights were held imprisoned in Logris, a land outside his territory. "Go there at once, and free my men who are under seige, that they may return to me," he commanded, the glances exchanged between Lancelot and Guenevere passing unnoticed.

So Lancelot rode to Logris, where treacherous knights roamed. Before long, despite the trickery of Sir Phelot, he had rescued the hawk belonging to the Dame Lyonesse, and driven away the army that held her manor under seige. By now, in company with the lovely Damsel Maledisant, and the stalwart Red Knight, whose life he had spared, he started searching in earnest for Arthur's missing knights.

His quest was not easy, involving challenges all along the way. Sir Turquin, for example, soon surrendered to the sword of Lancelot, but quickly ran off to the safety of his manor house, wherein he had imprisoned many of Arthur's brave knights. However, it was protected by secret devices which concealed the pit in which the knights were held. Sir Lancelot soon decided that rescuing Sir Meliot would be a far easier quest . . .

The adventure is in three parts, with the first two parts consisting of different areas, Camelot and Logris. On the larger memory machines, moving from one to another simply causes a pause while a new set of data is read in. The third part is a progression from parts 1 and 2, and involves Lancelot in the quest for the Holy Grail. It can be started without the need to complete the first parts.



▲ *KC – self portrait.*

# AWFUL LITTLE GR
# OUTER S

**► PUBLISHER: STEVE JACKSON GAMES.**
**► SUPPLIER: GAMES OF LIVERPOOL.**
**► RATING: ABSOLUTE NOVICE UPWARDS.**
**► PRICE: £4.75.**
**► REVIEWER: WAYNE.**

If you have even seen the episode of *Star Trek* called *The Trouble With Tribbles* and enjoyed it, then this game is for you.!!

Like that particular episode, a space ship and its crew, who boldly want to go where no one has gone before, stop off on a planet and discover a world with semi-intelligent life. After completing all their tests and experiments they leave, taking along what they thought was a mascot.

What they didn't know, was that the supposed mascot, in the form of a mineral sample, was in fact an alien egg. On board and in solitude, the egg hatched into an Awful Green Thing. This little monster grew and in turn laid more eggs. These in turn grew into Awful Green Things and they themselves laid eggs. The monsters went forth and multiplied, and now the crew has just realised the predicament they are in, as the monsters have a nasty habit of eating them!!

This is a board game for two players. One player plays the crew, his aim is to destroy all the monsters, whilst the other takes the part of the Awful Green Things, and try to eat all the crew.

The crew must now discover the monster's whereabouts and combat can begin! This is where the fun starts. The monsters move first and play their turn in this self explanatory sequence; *Grow, Move, Attack, Wake Up*. As stated above, the monsters *Grow* at a phenomenal rate. In the *Grow* phase fragments and eggs turn into babies, while babies turn into adults. In this game the older you are the better you fight, so an army of adults is preferable. The monsters then *Move* as far as they can and *Attack* the crew members if possible. Finally they can *Wake up* any of their associates that have been put to sleep by various weapons.

The Crew player performs his turn sequence as follows: – *Grab Weapons, Move, Attack, Wake Up*. Again this is very easy to follow and self explanatory. The combat system involves the rolling of varying numbers of six sided dice depending on the attack total, adding them up and seeing if the total dice roll exceeds the constitution number printed on the opponent's chit. If it does they die and are removed from the board, if it doesn't they survive

Fold away board.




*Green plastic box – about the size of two Kit-Kat's, fits in your pocket no problem.*

*Designed by the best boys – Steve Jac an*




▲ *Britain's green and pleasant land.*

# CELOT

'Lancelot' is based on the fifteenth century book "Le Morte D'Arthur" by Sir Thomas Mallory. Researched by Pete Austin, it has the authentic flavour of the legend of the knights of the round table.

According to Mandarin Software, Pete Austin of Level 9 describes it as their best adventure yet.

It is a fine adventure, but whilst the atmosphere is excellent, it tends to lack humour somewhat, taking itself just a little too seriously. The graphics, although artist drawn, are nowhere near the standard found in *Ingrid's Back*. And the game is not above replying in the vein: "You must be mad to say a thing like that."

Adventure authors should be extremely careful when writing in a reply like that – their parser and vocab has got to be 100% watertight if the player is not to be offended. I was offended a number of times, and also a little irritated to be told. "There is no verb in that sentence' after a perfectly legitimate command had been entered. This, it seems, is a peculiarity of the parser when dealing with complex GO TO's (eg GO TO MERLIN), although it also crops up when much simpler commands are entered.

In short, the game does not have the same robust feel about it that was characteristic of Ingrid. The OOPS and RAM SAVE commands are more useful than ever with this plot, and GO TO, FIND, and RUN TO, take the drudgery out of trudging around from place to place, speeding up the pace of the game immeasurably. But in using these, somewhere along the way I must have tried something just a bit too complicated, and came unexpectedly across a hay-making scene. I can only assume that a bumper harvest was in progress, for I got the reply: "A voice in the distance shouted 'Wod! A stack overflow." From then on, everything went crazy, the Red Knight started attacking me, and eventually, failing to deter him, I was forced to restart.

So whilst it is very good, I wouldn't describe it as Level 9's best ever, any more than I would agree with Mandarin's Press Release claim that Level 9 is the acknowledged world leader in adventure software. Whilst Level 9 are certainly one of the top companies in the field, without a doubt the honour of world leader must go to Infocom, hotly pursued by Magnetic Scrolls.

In conjunction with Lancelot, there is a treasure hunt competition, with a £5,000 replica of the legendary Holy Grail itself, as the prize. This has already been hidden at a secret location in the UK, and competitors for it will have to take part in a two-stage contest based on clues within the game.

Lancelot comes in a sturdy cardboard box, complete with a map of Arthurian England, and a 20 page glossy instruction book, and background story.




◄ *A boat – could be useful.*

- ► VOCABULARY 8
- ► ATMOSPHERE 9
- ► PERSONAL 7
- ► VALUE 7

# EN THINGS FROM
# R SPACE

and stay.

The aim of the crew is to use all of the weapons available to them to dispose of the aliens. There are nine weapons available, which range from fire extinguishers, gas grenades to rocket fuel and pool cues. There is even a robot available, which is pretty lethal to the aliens and kills them off in massive quantities. Although the crew has more powerful weapons, monsters can reproduce quicker and have almost unlimited reinforcements. It really is a case of can the crew blast away the monsters before they are whittled down by overwhelming odds.

There are quite a few ways a player can win the game. One way is to play until one player decides that things are looking hopeless and gives up. Another is to play for Victory Points. These vary according to the way the game ends. If the monsters take over the ship, they score a maximum, however, if the Crew manages to set the ship on self destruct before this, the monster's victory points are halved.

The game itself comes in a very handy plastic pocket sized box, which contains all you need to play except the dice, of which you need to buy a total of six. You also get a fairly large colour map, which represents the spaceship.

Also included is a 24 page, easy to read rulebook, which is both well explained and funny at the same time. The game itself is very, very easy to play and can be played time and time again.

Experienced gamers may well like this game because of the novelty value and the general lunacy that can be had playing it. It also benefits from being compactly designed, because as it is pocket sized, you can carry it around.

Basically, if you want a couple of hours of cheap, enjoyable, wacky entertainment, you won't go far wrong with this game.

*Cut out card board bits.*

- ► PLAYABILITY 7
- ► COMPLEXITY 2
- ► DESIGN 7
- ► VALUE 7

e Jackson and co.



# TIMES OF LORE

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The Knight one of three character classes.

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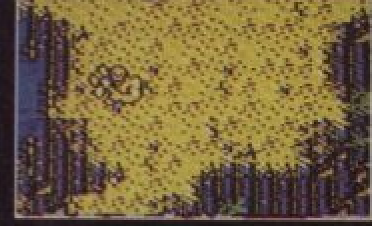
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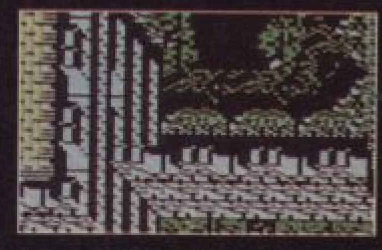
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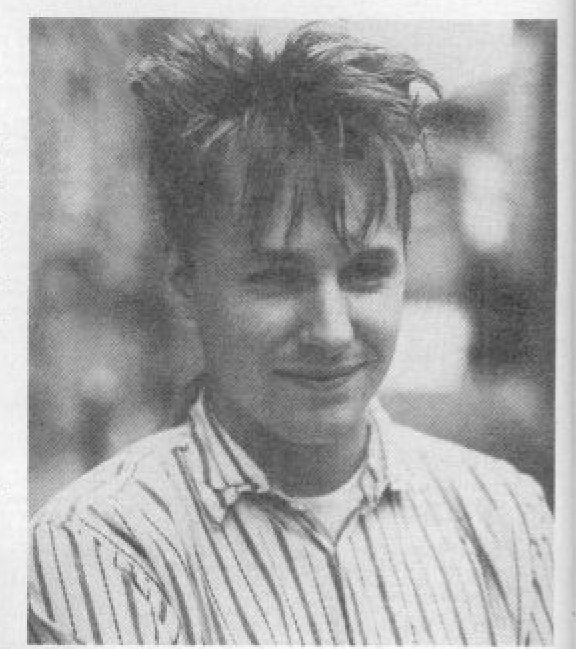


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# Play Masters

**A very big, red-leaved and autumnal welcome to Playmasters. This month there's a bumper package of maps, hints and tips across all formats. Firstly there's the second part of the mega Last Ninja II map, followed by an expansive Armalyte map to help you through this fabulous shoot 'em up. We also have a Starglider II player's guide to give potential Egron busters a helping hand, as well as the usual supply of mini tips, hints and POKEs. If you have some tips, maps or POKEs, send 'em in to: Playmasters, C + VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget that there's a bundle of software for the best tips of the month – Bruce Wood and Daz Hall of Harworth, and John Maguire of Dublin were winners this month.**



**BANGKOK KNIGHTS (System 3)**
Type in this listing if you're finding System 3's kick boxing game too easy. When you've finished, RUN it and press play on tape. You didn't forget to put in the tape did you? Cheers to Bruce 'n' Daz for this C64 listing.

```
10 FOR A=608 TO 624:
READ B: POKE A,B:NEXT
20 FOR A=53123 TO
53256:READ B: POKE
A,B:NEXT
30 SYS 608
40 DATA 32, 44, 247, 32,
108, 245, 169, 128
50 DATA 141, 237, 2, 76,
166, 2, 76, 221, 207
60 DATA 169, 32, 141, 249,
3, 169, 246, 141, 250
70 DATA 3, 164, 207, 141,
251, 3, 169, 16, 141
80 DATA 252, 3, 169, 127,
76, 81, 3, 169, 234, 141
90 DATA 75, 169, 0, 141,
250, 75, 169, 234, 141
100 DATA 170, 17, 141,
171, 17, 90
```

**PACLAND (Grand Slam)**
If you're a C64 Pacland owner, you might find this Bruce and Daz listing very useful for the little yella fella. Just type it in and RUN it for infinite lives.

```
1000 FOR Z=53179 TO
53242: READ A
1010 POKE Z, A: NEXT:
POKE 646, 3: POKE 157, 128
1020 SYS 53174
1030 DATA 169, 207, 141,
41, 3, 32, 86, 245
1040 DATA 169, 32, 141,
187, 3, 169, 240, 141
1050 DATA 188, 169, 2,
141, 189, 3, 160
1060 DATA 15, 185, 222,
207, 153, 240, 2, 136
1070 DATA 16, 247, 96,
238, 32, 208, 238, 33
1080 DATA 208, 169, 189,
141, 162, 9, 252, 0
1090 DATA 0, 96, 169, 49,
141, 159, 2, 169
1100 DATA 234, 141, 160,
2, 76, 237, 246, 0, 0
```



▲ Bangkok Knights.

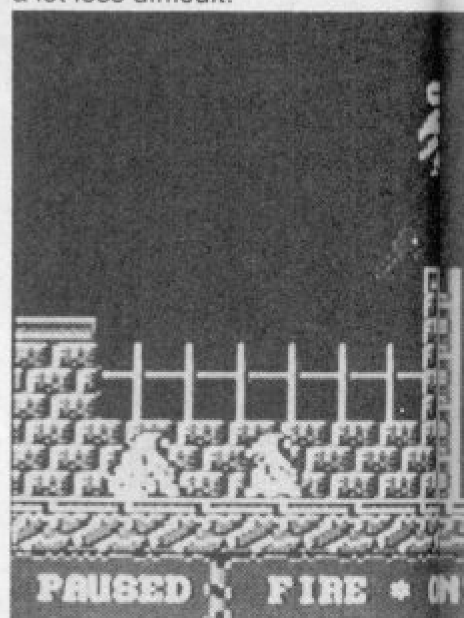
**BATTLE VALLEY (Rack-It)**
Hewson's budget label has spawned quite a few good titles – and this is one of them. If your tank and helicopter are being blown up before you get the chance to complete the mission, type in this wild 'n' whacky listing for unlimited everything. When you've finished, RUN it and press play on tape. Another Bruce and Daz C64 special.

```
10 DATA 32, 86, 245, 169,
0, 141, 28, 4, 169, 208, 141,
29, 4
20 DATA 96, 169, 0, 141,
67, 50, 141, 46, 58, 169, 165,
141
30 DATA 184, 69, 76, 132,
255, 0, 0
40 FOR A=53234 TO
53263: READ Z: POKE A, Z:
NEXT
50 POKE 646, 5:POKE 157,
128: SYS 53234
```



▲ Battle Valley.

**TO HELL AND BACK (CRL)**
I quite like this game – it's not brilliant, but it's fun – and that's what counts. It's even more fun when you enter this William de Sausmarez POKE. Load the game and reset the machine. Type POKE 32371, 173 (RETURN) for unlimited lives, or POKE 32524, 173: POKE 32483, 173 (RETURN) for infinite energy. Restart the game with SYS 30464 (RETURN) and you'll find life a lot less difficult.



▲ To Hell and Back.

**REVENGE OF DOH (Imagine)**
If you're fretting because I didn't print a cheat for the C64 version last month, quit worrying. Just type CHEETAH into the highscore table and you'll be graced with a million billion lives. John Maguire found that interesting little feature.

**NETHERWORLD (Hewson)**
What's the point completing a level the hard way when all you have to do is press 2, 4 and E together to finish a screen. That's another one from John Maguire of Dublin.

**PSYCHO SOLDIER (Imagine)**
Okay all you C64 owners. If your Psycho Soldier is more like a Psycho Knobhead, type in this listing to make her well hard. When it's finished and checked, RUN the listing and press play on tape to set this *Bruce and Daz listing* into motion.

```
10  FOR x = 541 TO 578:
READ Y: POKE X, Y: NEXT
20  POKE 157, 128: sys 541
30  DATA 32, 86, 245, 72,
169, 32, 141, 84, 3, 169, 2,
141, 86
40  DATA 3, 141, 52, 10,
169, 59, 141, 51, 10, 104, 238,
32, 208
50  DATA 96, 72, 77, 80,
169, 141, 8, 232, 76, 0, 130
```

**FANTASY ZONE II (Sega)**
Good old Colin Chan has sent in some very useful hints on this acid house Sega game. Well, it's certainly garish enough!

On level two, walk along the ground and continue to bomb until a red bottle appears. Pick it up and the ship will be awarded with extra fuel capacity. There's also a hidden shop.

Level three has a surprise. Find the red warp, then go to a shop and buy a laser from them. Go to the part of the landscape where the background is made up of diamond-shaped stones and position yourself at the bottom half of the screen and shoot. A clock appears and you're awarded an extra ten seconds when you confront the end-of-level guardian.

There's a blue bottle on level four. It's on the warp with a load of straight edges and flames, just above the floor to the left of the warp hole near the top of the screen. When the bottle is collected, all energy is replenished.

A clock is found on level seven – it's on the warp with a massive cacti and sand dunes in the background. Keep shooting the black hole (which is two holes to the right of the warp at the top of the screen). There's also a red bottle, located on the warp with the red exit. Just keep shooting along the ground like you did on level three.

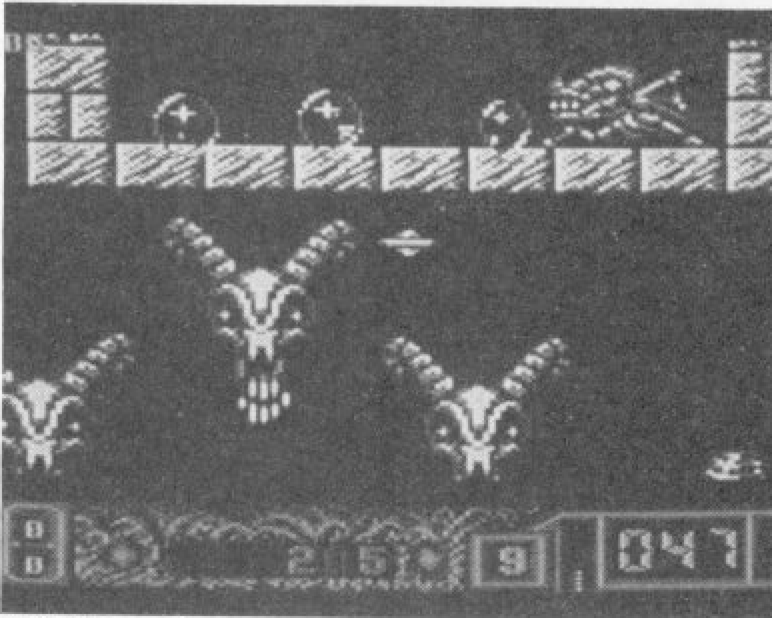
**ACTION FIGHTER (Sega)**
Yes, more console tips! These were sent in by Phil Marley of Poynton, Cheshire.

On level one, collect A, B, C, D, E and F as soon as possible. If you have the choice of entering the SEGA truck and collecting a letter, go for the truck. The extra weapons should make it a lot easier to collect the letters. As soon as you collect A, B, C and D you are able to knock motorcycles off the road, but don't try it with cars and ambulances. Keep an eye out for road signs warning of impending forks and sharp corners. To get rid of the helicopter (if you haven't picked up a ground-to-air missile), change into a Porsche and back. You shoot foward and the chopper flies off for some mysterious reason. This works even if you haven't got the first four extra weapons.

When you're in the air, play this bit as a normal shoot 'em up. Try and keep the missiles from the ground section, or pick them up as soon as possible – you need them for the helicopters. Keep to the left or right of tanks. When you get three subs, take your time and spend most of the time dodging their missiles. Try and hit each sub in turn, rather than take them out one by one. The reason for this is that the last sub on the screen moves up and down as well as moving left and right, making it very difficult to score three hits on it.

On later missions the tanks fire in all directions, so watch the ground as well as the air, and bomb the tanks when you get the chance. The airship's missiles are pretty easy to avoid if you don't fly too far forward.

▲ *Fantasy Zone II.*



▲ *Netherworld.*

**STUNT BIKE SIMULATOR (Code Masters)**
If you're an Amstrad owner, try out this bijou tipette from David Baker of Bromley, Kent. Just press A, S and D keys together during the game to slip to the next level.

**BIONIC COMMANDO (GO!)**
Apparently the C64 version has a little bug. When you have a powerful weapon, restart the game and the weapon will be retained for the next game! Thank you very murch to William de Sausmarez of Guernsey for that.

**SHINOBI (Sega)**
Simon Scott of London was very quick to find this cheat mode for Sega's new martial arts game. On the title screen push the controller diagonally up and right and press fire button number two and you'll be able to select which screen you'd like to tackle.

**MIKE TYSON'S PUNCH-OUT (Nintendo)**
Further to the Mean Machines tips last month. If you want to tackle a new order of boxers, just enter 135 792 4680 as the pass key and hold down select and the A and B buttons simultaneously and Mac is promoted to "Another World Circuit".

**RAD RACER (Nintendo)**
Nintendo's new race game arrived just a little too late for review, but if you've already got it, you might be interested in this cheat. Start the game by choosing a car, and get a demonstration screen. Next, increase the tachometer reading by pushing the B button. Now push the start button while also pressing the control pad diagonally up and right and push the B button. This increases the indicator by two. The first one and two represent course one and two, and the next four numbers mean course two. If you set the indicator at the maximum 16, you start on course eight. Using this method, and with a little experimentation you can start on any course you like. Apparently the final screen has a surprise – use the tachometer trick to see it, but you need to press the B button at least 60 times!

**ROAD RUNNER (US Gold)**
Eeek-a-mundo! John Maguire is here yet again with a simple 'n' easy-to-use C64 POKE. Just load the game, reset the computer and enter POKE 43241, 36 (RETURN) and

# Play Masters

restart the game with SYS 4126 (RETURN). Now you have an infinite supply of lives to make Wil E Cyote's life a complete and utter misery.

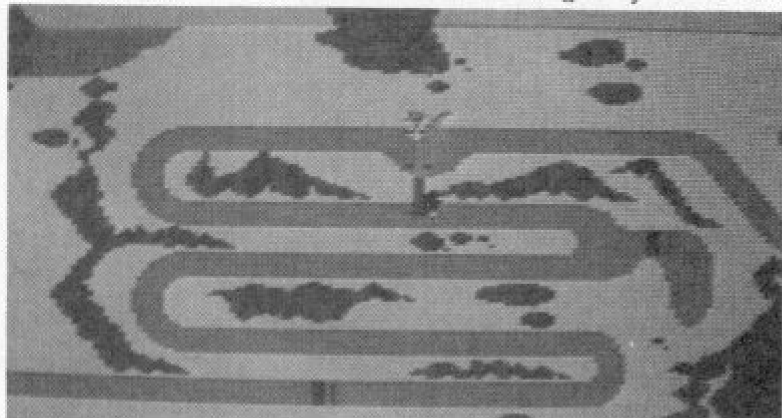
**KONAMI'S ARCADE COLLECTION (Ocean)**
A trio of POKEs for three of the games on this excellent C64 compilation.

For Iron Horse load, reset and enter POKE 3368, 181 (RETURN) FOLLOWED BY SYS 2176 (RETURN) and unlimited lives are there, there, there and there for your pleasure and enjoyment. The ever-so-crappy Jailbreak is similarly POKEd into submission by loading the game, resetting the computer and typing POKE 52050, 174:POKE 52097, 174 (RETURN) followed by SYS 51200 (RETURN). Finally, Nemesis is made infinitely easier by resetting the machine and entering POKE 5975, 189 (RETURN) and SYS 5768 (RETURN). Cheers once again to John Maguire from Dublin.

**LASER SQUAD (Target Games)**
Colin and Gavin Young have supplied some very comprehensive tips for this utterly superb Spectrum game. Go and kick ass!

QUICK TIPS
- Always leave your men on opportunity fire.
- The Marsec auto-gun is the best all-round weapon.
- If a door remains open it means that there is a man (i.e. an operative) in it.
- On level three (The Mine), examine all the dead operatives when you kill them. You'll find that one is be carrying a Video Key (normally the one near the video room). Take this to the room which contains the video console and insert it into the Vidi-screen. This activates the video cameras in the mine and allows you to see the operatives when you select the scanner mode.
- On the lower skill levels buy the Rocket launcher, the explosion from this is awesome.
- The price of weapons on each level does not vary, so you can calculate how many credits to spend on armour so that you have enough money left to buy weapons.
- Don't go on a spending spree if you have money left. Carrying too much reduces the available action points to a man.
- Take your time, you have plenty of turns. Explore the area carefully and ALWAYS leave your men on autofire.
- Use a couple of men to guard the rear of your squad.
- On higher levels always scavenge the dead operatives for weapons, they always seem to carry valuable ammunition.

**WEAPONS LIST**
**Heavy Laser:** powerful, with loads of ammo, but heavy and burdens your men, reducing their action points.
**Marsec Auto-gun:** best all-round weapon, powerful and accurate.
**M4000 Auto-gun:** the best "budget" gun, but lacks the accuracy of the Marsec Auto-gun.
**L50 Las-gun:** not very powerful or accurate; a disappointment.



▲ *"Road Runner, Road Runner..."*

**Sniper Rifle:** lacks autofire, but is cheap, powerful and the most accurate.
**Marsec Pistol:** has autofire, but lacks any power; a bit of a turkey.
**Dagger:** very good for close combat, if you ever get it!
**AP50 Grenade:** good for blowing up operatives who are waiting on autofire around a corner. CAUTION get out of its field and ALWAYS remember to prime it before throwing it!
**Rocket Launcher:** a luxury for the early levels. Power is awesome, but lacks ammunition and has a nasty habit of blowing up the user if he is too near.

**MOONBASE ASSAULT**
The bottom-left is probably the best place to deploy your men. Split your squad into two for the best effect. Move your men towards the central area with the most databanks/analysers. If a door is open it usually means that an operative is in it. Oil drums and gas cylinders can be shot at to give a nice explosion and usually a chain reaction. Be careful, an operative does not blow one up next to you.

**SCENARIO TIPS**
**THE ASSASINS**
On the first skill level you can equip your men with Rocket Launchers and blow up the house, (and Sterner Regnix) without even entering the building! On latter levels better progress can be made if you split your squad into two parts, one at each end, and explore the building carefully. You will find that the droids usually keep some pattern but this is not always the case. When you find Sterner concentrate your fire on him because once he is dead the game is over.

**RESCUE FROM THE MINES**
Before you use the explosives, which you need to blow up the prison door, move the prisoner away from the door as he will be caught in the blast. When blowing the door always remember to prime the explosive before dropping it, but make sure you allow yourself enough time to get clear of the explosion. As previously mentioned, try and get the video key as this will allow you to ambush the enemy.




▲ *"Beep Beep now, you!"?"*

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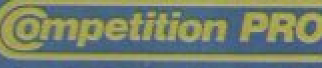
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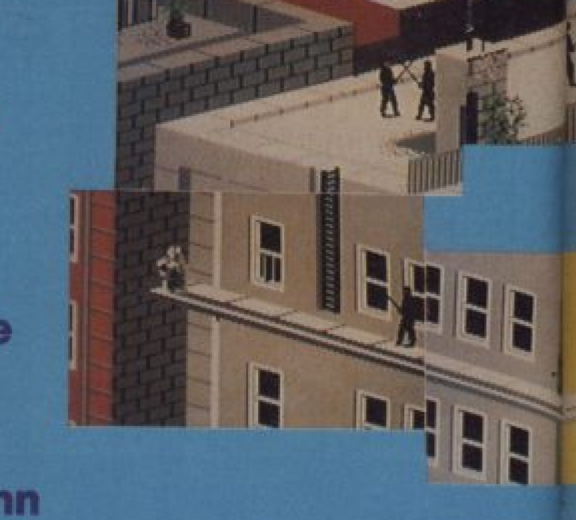
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# LAST



**Welcome to part two of our epic Last Ninja 2 map. If the Gods are with us you may actually be able to buy the game itself by the time you read this!**

**Here we go through the last three loads (load seven being merely the end of load six which programmer John Twiddy couldn't fit on) thanks to Mark, Stan and John at System 3.**

Walk along the catwalk to the door at the far end. Here you should enter the room, defeat its guardian, and collect the food out of the dog bowl on the right (bleurgh!)

Whiz back along the catwalk and down the ladder again (if you jump off or try to climb the ladder while holding something you die – so don't!)

Climb the ladder and walk back into the last screen where you should collect the credit card.

Wind you way through the boxes to exit at the right of the screen.

**START**

Walk through these screens on ground level, but be sure to jump over the trolley tracks or you will be crushed.

Jump these trolley tracks (they are electrified) and eat the extra life hamburger on the floor to the left.

# LEVEL 4

One of the hardest bits of the game: only one route works through the boxes, and it matters not only which ones you use but also where on each you stand before the jump.

There are two routes you can take once inside the lab. First walk diagonally left, then turn round the corner to dip the meat you have collected in the box of dope (near the back wall).

Now go back towa[rds] the door, and walk right into the room [with] the panther. Feed it the drugged meat, and you can exit th[e] loaded through the doors. Use the credi[t] card from the start o[f the] level to open it.

# LEVEL 5

**FINISH**

Go left jumping the gap (check out Superman in the sky!) and make your way to the next ladder. Climb to the roof and . . . leap onto the ladder dangling from the helicopter to escape!

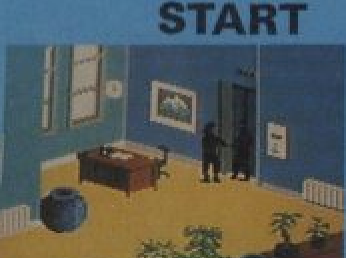
The fan will blow you off the ledge. Don't try to jump its effects (you can't) but stand by the wall next to it, and by walking at an angle into its path you should be able to get past before you get blown off the edge. Don't climb the ladder, but go through the grating.

You end up in the lift shaft, where you should climb the ladder, and go through to the armoury. Don't bother picking up a gun (Ninjas don't use them, remember?) but go through the door to the left.

Go through this door to get into the first office. Operate the computer terminal on the right hand side to access a password you will need later on. It is not stored, so write it down!



**START**



At the end of the blue corridor is an open area with two doors – not shown. The one on the right leads to the red office, but this is a totally pointless journey because there is nothing there. Go through the second door and you get to the panelled study. Move the pen on the desk top right, and a secret door opens in the wall.

**FINISH**



# Ninja 2

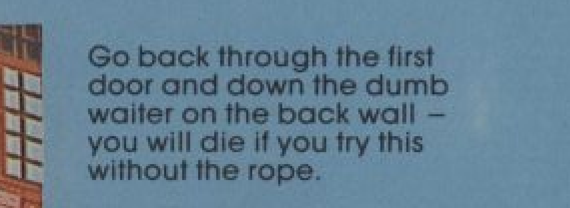
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# Last Ninja 2

## START

You must drop from the helicopter at exactly the right time onto the top turret to the back (using fire or pulling the stick). Now jump onto the right hand turret, then the free standing one that looks like a chimney, and finally down the skylight on the second screen.

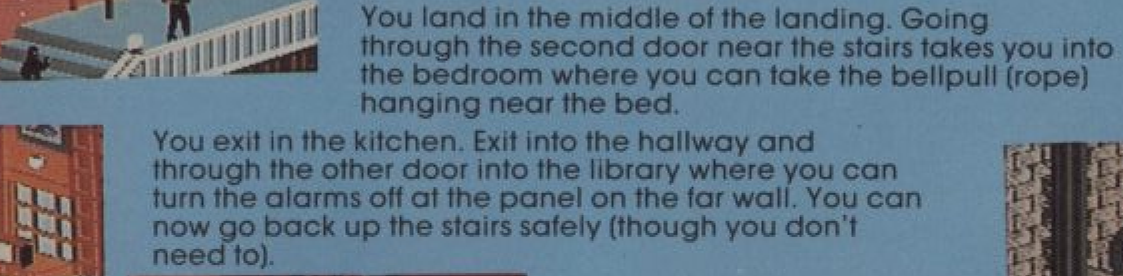
## LEVEL 6



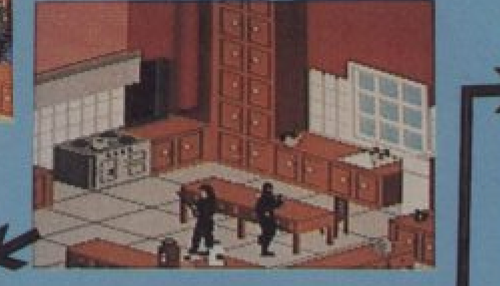
Go back through the first door and down the dumb waiter on the back wall – you will die if you try this without the rope.

Don't go down the stairs because you will trip the infared lights and the alarm will make all the guards much more vicious.

You land in the middle of the landing. Going through the second door near the stairs takes you into the bedroom where you can take the bellpull (rope) hanging near the bed.



You exit in the kitchen. Exit into the hallway and through the other door into the library where you can turn the alarms off at the panel on the far wall. You can now go back up the stairs safely (though you don't need to).

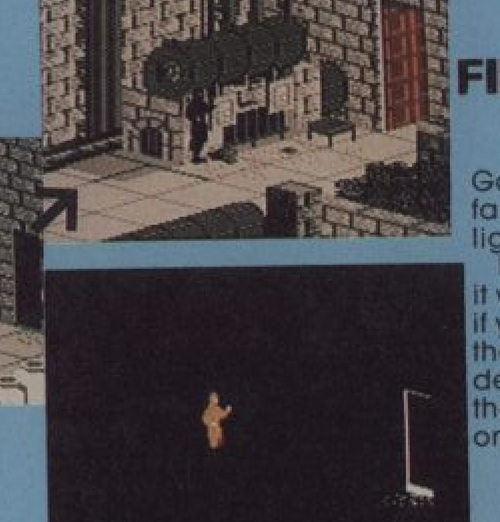


There is another doorway hidden behind the potted plants. Go through it and you end up in the cellar.



This is the very end of the game – cy two screens – but we'll leave it a mystery as to whyou have to fight and what you have to do, don't younink?

## LEVEL 7



## FINISH

Go out thrgh the door on the far right, b first turn on the lights at thpanel near the door.

If you hæ turned the lights on it will look e the top picture, if you forg it will be dark like the bottonYou must redirect the deadly stem that comes from the boiler moving the plates on the boir door to get past.




Use the maps provided to help you get around. Here is a rundown of the planets and moons . . .

**SOLICE:** Red and yellow in colour, this is the sun. Don't go near!

**DANTE:** Red in colour, this is the first planet of the system. And the hottest.

**VISTA:** This is blue, and is the second planet of the system.

**APOGEE:** This is grey and is the third planet of the system. The Icarus begins the game here. It has a tunnel system (see maps). It has two moons.

**ENOS:** This is dark grey, and pretty dull.

**CASTRON:** This is also grey, and has its own tunnel system (see maps). Bouncing bombs are in this depot.

**MILLWAY:** This is the gas giant, and is bright red in colour. Don't go near it! It has seven moons.

**BROADWAY:** As with the rest of millway's moons, it is dark red. It has a tunnel system.

**APEX:** The second moon.

**ESPRIT:** The third moon.

**QUESTA:** The fourth moon.

**WESTMERE:** The fifth moon.

**SYNAPSE:** The sixth moon.

**WACKFUNK:** The last of Millway's moons.

**ALDOS:** This is the last planet in the system. It is light blue.

**Q-BETA:** This is the lone moon of Aldos. It is dark blue. The space station is in geo-stationary orbit around it.

**General Tips:**

Use the *'Painting with Rolf'* option on the title screen to get yourself acquainted with the different objects you will meet.

Re-energise by flying along power lines (trying not to crash into them), or preferably, by flying out into space and space-hopping asteroid field. Tractor-beam an asteroid, and keep it in range of the Icarus, and you will energise. If it blows up before you are completely recharged, find another one, and do the same to that one. DON'T collect the asteroids to energise off them later, as they explode if they are jettisoned.

Don't get to close to things that you are attacking, as when they blow up and have a habit of throwing shrapnel into your shields.

Take notes of which moon of millway is having a projector base built on as the messages come in.

**The Mission**

Follow the tunnel down on Apogee until you reach the depot. They ask you if you want them to build you a personalized neutron bomb, which, of course, you say yes to. They then ask you to collect the ingredients needed for this (see following chart). Fly back out and collect the needed things from the planets/moons/space by tractor-beaming it, then collecting it. BEWARE! The Icarus can only hold two or three objects at a time, so when you have collected your maximum, return to the Apogean depot, and hettison them there. Try and get the Prof first, as he can be getting on with building the thing whilst you are galavanting around in the Icarus.

Fly to Broadway, and through the tunnels to the depot. There they inform you that Professor Taymar is doing some galavanting of his own in his souped-up Emma-2. He is always flying around on Broadway, so collect him as you would any other object. While you are in the Broadway depot, you may as well collect the four missiles that they have built for you (there's more where that came from!).

As soon as you can, fly to the tunnel depot at Castron and collect the four bouncing bombs. (If anybody knows how to get the Icarus' pilot counch for them, please let me know!). With these, you must destroy the projector bases being built on the moons of Millway (only bouncing bombs will do it). This gives you enough time to collect all of the needed parts for the bomb.

Eventually though, all of the projector bases will have been built, and work begins on the space station. Luckily, by this time, you should have the neutron bomb ready (what do you mean you haven't?), so use the missiles and a few blasts of your lasers to dispose of the mini-sentinels protecting the station, then go and collect old Mr Neutron,. That's it, sling it under your ship, and fly to the Space station. Polish off any remaining mini-sentinels, then destroy the station itself with the neutron bomb.

All that remains for you to do now is to congratulate yourself . . . and do it all over again, with less time before work beings on the space station!

Trem asks you to collect . . .

A case of nuclear fuel – The last planet will provide this.

A lump of mineral rock – The moon of the last planet.

A crate of castrobars – Blow up a few pirates!

A cask of vistan wine – Blow up a few more pirates!

An Egron mini-rocket – Same place as bouncing bombs.

An asteroid – In space, no-one can hear you get them!

A flat diamond – On the second planet.

A cluster of nodules – On the hottest planet.

Professor Halsen Taymar – Burning rubber on Broadway.

Of course, some things can be found elsewhere!

▼ *Hints 'n' tips.*




▼ *Map of tunnels.*

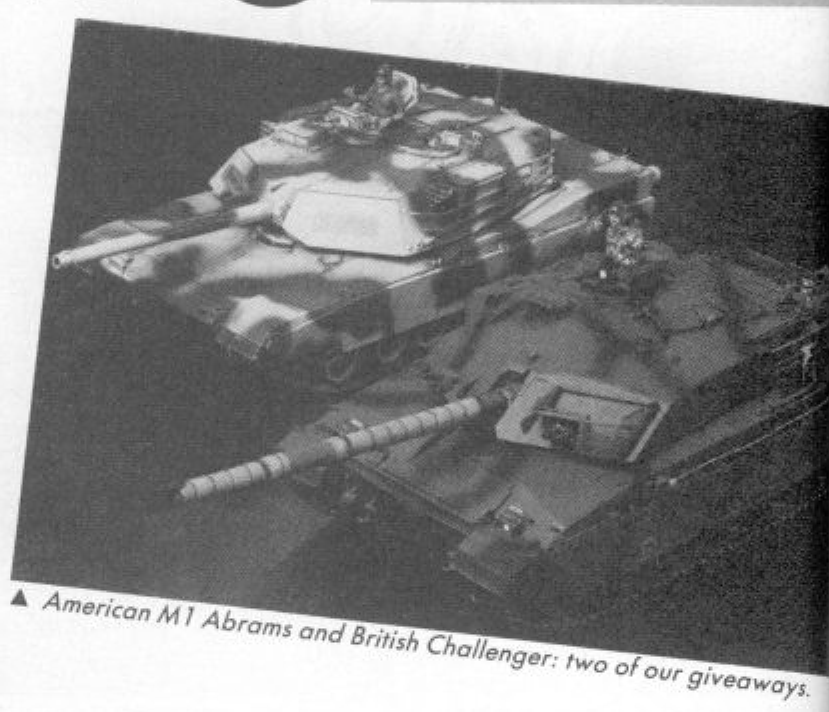
| APOGEE | BROADWAY | CASTRON |
|---|---|---|
| DEPOT<br>IN | DEPOT<br>IN | DEPOT<br>IN |
| NEUTRON BOMB<br>In at 83-34<br>Turn Left<br>Turn back up right tube<br>Turn Left | MISSILES<br>In at 70-92<br>Turn Right | BOUNCING BOMBS<br>In at 75-30<br>Turn Left<br>Turn Right |

# OPERATION WOLF
## COMPO

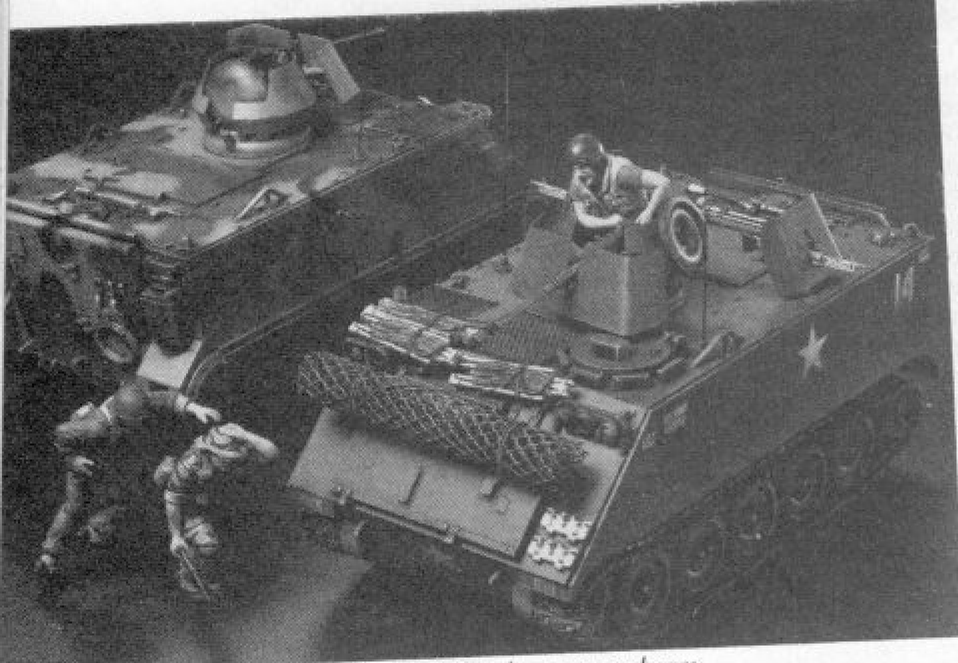
Operation Wolf is a wicked sort of game, everyone knows that. Read between the lines of the C+VG Christmas Crackers booklet and you'll work out that most of the staff are confident it'll be THE number one this Christmas. We couldn't fit another competition into the book, so we've got one over here in the bulk of the magazine instead.

Besides all the various men you have to send to meet their maker, there are a fair number of helicopters, armoured cars and ships you have to blow sky high. And tanks, plenty of tanks.

Ocean have provided us with a bunch of top notch Tamiya model kits of tanks and stuff from throughout the ages, and we're giving ten away (Julian is filching the rest). We've a modern British Challenger, a World War II Tiger tank, a Leopard tank . . . and loads more. Each is made of genuine plastic, comes complete with all the transfers etc you'll need, and is worth around fifteen quid. Tamiya are generally reckoned to be the best of the plastic model kit manufacturers (though no doubt Airfix etc would disagree) so you can't say that your pals C+VG don't treat you right! Send your entries to this address within the next few weeks for a chance: Operation Wolf Compo, C+VG, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.



▲ *American M1 Abrams and British Challenger: two of our giveaways.*



▲ *A couple of Op Wolf style armoured cars.*

Name..........................................................................

Address......................................................................

...................................................................................

1) What was the name of the operation to invade Sicily in WWII:

a) Operation Ferret
b) Operation Husky
c) Operation Wildebeast

2) What was the operation to evacuate the British Expeditionary Force in 1940 from Europe called:

a) Operation Thunderblade
b) Operation Dynamo
c) Operation Budgie

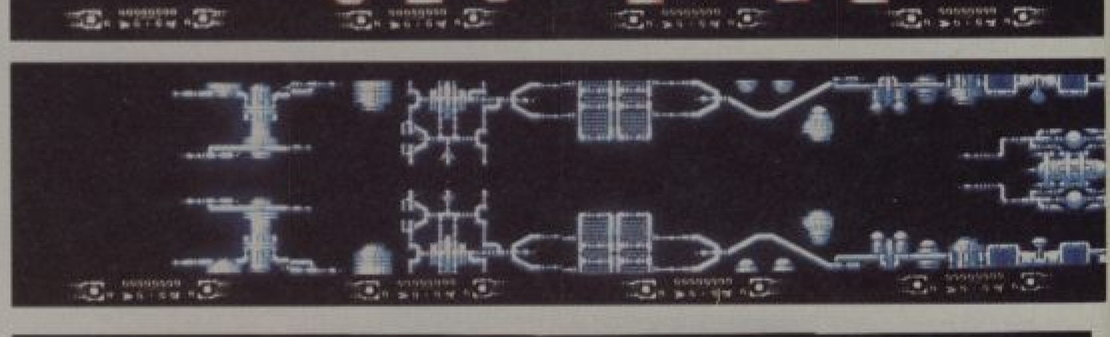
3) What was the name of the Allied operation to retake Europe which began with D day:

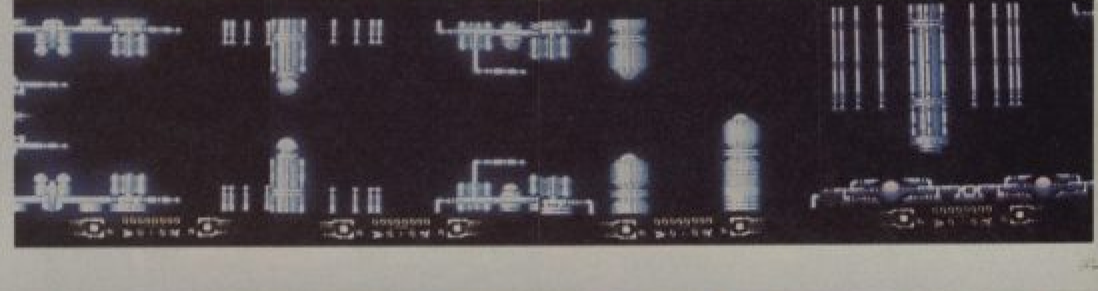
a) Operation Overlord
b) Operation Overkill
c) Operation Ovary.

# LEVEL 1

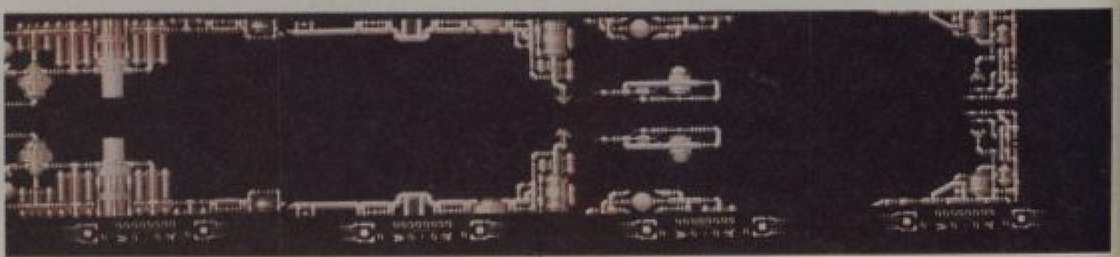
# ARMALYTE

Printed on the following pages are levels one, two, three and five of Armalyte, Thalamus' brilliant new C64 shoot 'em up. We didn't think it was worth including level four – it hasn't got any scenery! The rest of the levels will be printed next month. What do you mean you haven't got Armalyte yet?



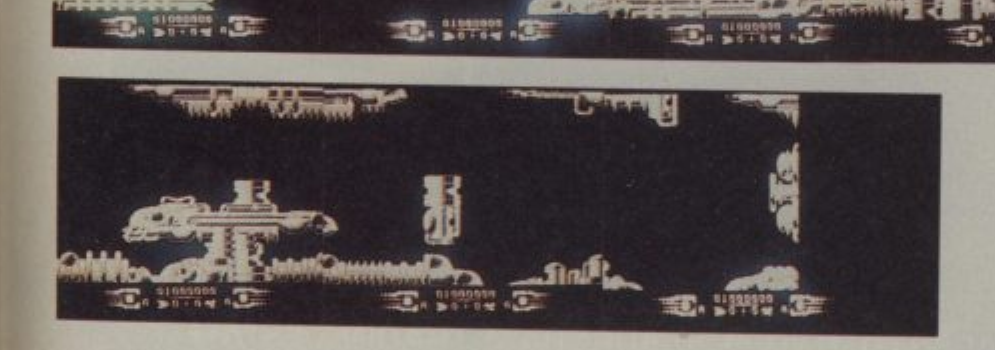




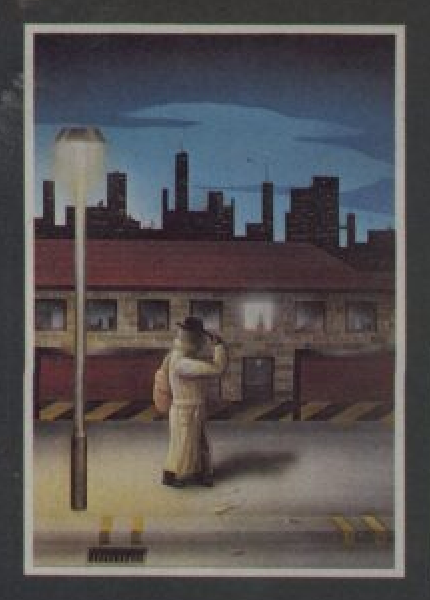


# LEVEL 2

# ARMALYTE



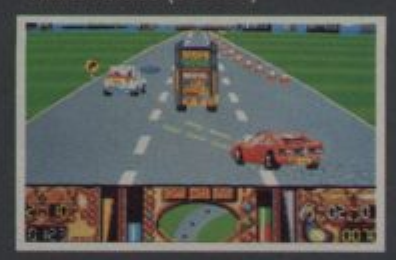
PlayMasters

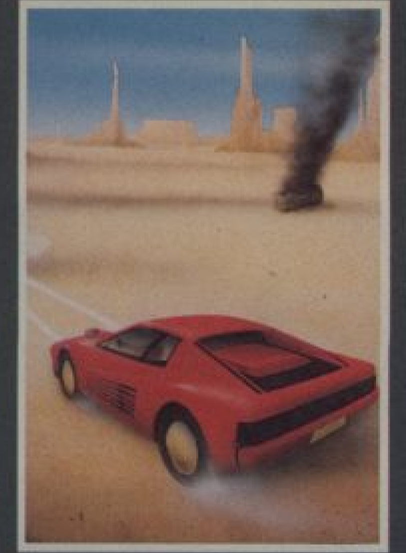


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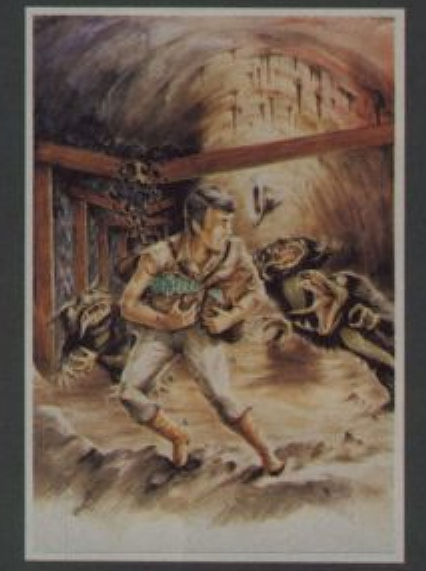




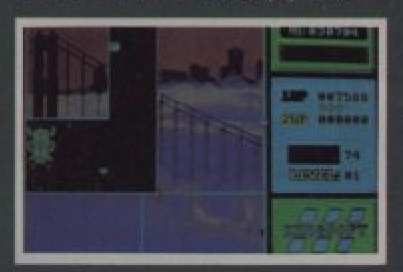
**EMERALD MINE**
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**CBM64-PLUS 4 £7.95 (D) £9.95**



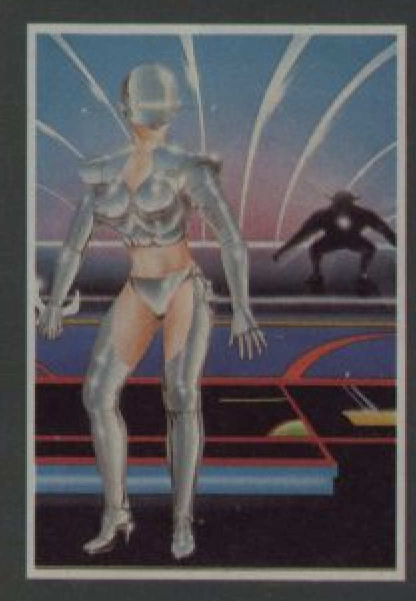




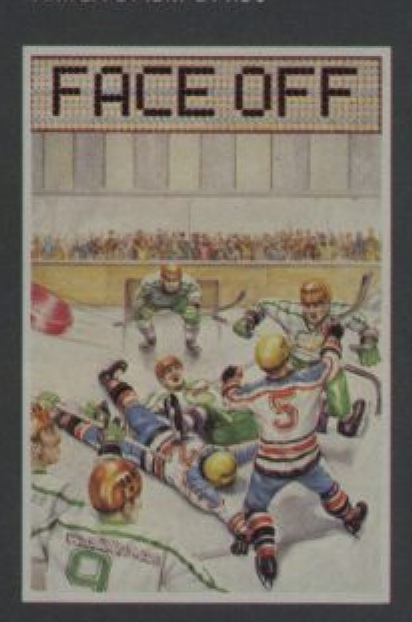
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**CBM64-PLUS 4 £7.95 (D) £9.95**



**QUANTOX**
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**FACE OFF**
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Disc 2 Lee & Roy
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# Mailbag

**Perhaps we've been a touch mean in the past. As from now, the best letter to Mailbag each month wins a brand spanking new C + Vg T-shirt! So new, we're not even quite sure what they look like yet! So now you've no excuse, get writing to: Mailbag, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

• That Tony Dillon is getting almost as bad as Tony Takoushi – is it only coincidence that their names are so similar, we ask? Every last game the both of them review is the best, most mega they've ever seen etc: until the next one they review, of course. At least Dillon doesn't write every second word in capitals yet, but he's getting that way, and his so-called jokes are useless.

On the plus side, the mag is looking pretty good these days. FAX is great especially (grovel, grovel). But why do often all the mags have the same game on the cover some months? I'm beginning to get really bored with these "Q" magazine style so-called compilation covers. You know, where the front of the magazine is made up of a whole bunch of screen shots and looks like a dog has been sick all over it. Sticking with a bit of artwork was definitely the right idea, even if the illustrations are a bit ropey some months. The guy who did Xenon and Roadblasters is especially great. Let's have more!

I saw you at the show, even if your stand was a bit little and stuck around a corner and really crowded. This year's T shirts looked ace – really unusual – though you couldn't tell they were really about computer games. Must go. Keep up the good work.
*Mike Swaine*
*Huddersfield*

• Software companies have taken quite a lot of stick lately concerning their advertising methods to promote games. I am of course referring to the increasing use of semi naked page three girls (Long and boring bit cut out here about the pros and cons of girlie advertising, including the bizarre assertion that Maria Whittaker and Sam Fox are both professional models because you can't see their ribs, while Corrine Russel can't be because she's too "naturally thin")
Yours sincerely,
*Stuart Neil Hardy*
P.S Is there going to be another large poster of Melissa Raven – flame?

**Editor's reply: No.**

• Hallo Peeps! I am write this letter because I am wodering when the new Nintendo games arrive because if they don't come to Eng' soon, I am going to put the Nintendo manag of Eng on a kebab skewer, and throw the peep into a Sega factory to show him how well they do. Then I will get the Sega with the tiny-weeny-peeny bit of mon I may get for the white and grey box with three over size carts which are a loadarubbish. So if all the gooed games arrive Chris' the above will not happen . . .
*Luke Drummond*
*Pangbourne, Berks*

**Editor's reply: Get your Harry Enfield characters a bit mixed up at the end there?**

**LETTER OF THE MONTH**

• Hail and well met (again)! 'Tis I, pilferer of plastic bags, swiper of stickers, otherwise known as the Surbiton contingent of the C+VG appreciation club.

I write to concede that this year you have managed to thwart my attempts at collecting the prized C+VG memorabilia so bountiously bestowed at last year's PCW Show. Is there a new defense system integrated into the C+VG stand – an S.E.P. field generator, maybe?

Gone were the generous handouts of stickers and lurid yellow plastic bags . . . oh, woe! Well, sling whatever sagacious snags into my scheme (like moving the stand when I wasn't looking), I still made it to the C+VG stand eventually, staggering over on weakened knees after disembarking from the helicopter simulator (see, it was no use hiding, I spotted you from the air), sporting my tasteful "I survived the Microprose/WH Smith experience" sticker. On my last legs, I struggled to focus my watery eyes for what seemed like an eternity. Then, suddenly, I was rewarded with a vision of the famous Mr Eugene Lacey, gracefully modelling the oh-so-chic "Stonking good read" T-shirt, nymph-like in his elegance. My prayers have been answered . . .

Right, now that's out of the way, let's get down to business. As always, the Adventure column goes from strength to strength, and as for the reviews, impeccable taste as usual – thanks for all the ST games covered. You seem to have got out of that habit of printing on a dark background, so as far as I can see, this time there are no complaints. The cover of the Oct '88 issue is not bad at all . . .

Keep up the excellent work.
*Sophia Chan*
*Surbiton*

**Editor's reply: Are you sure you were really at the show? We DID have carrier bags (tasteful white ones) and as for Eugene being nymph-like . . .!**

**Still, hope you like the new look AGM.**

Wonder of Wonders! In the July 1988 issue you actually mention Apple II computers THREE times. I honestly had begun to think that the British thought that the only computers made by Apple were MacIntoshes, so I am glad that you proved me wrong (or was it an error?)

Seriously though, it is about time that the Apple II got a mention, when you consider that a lot of the games coming from America are often initially released in Apple II format. It amazes me that the Apple does not seem to have gained the acceptance in Great Britian which it enjoys in the United States and Australia. Try using "Mean 18" golf simulator on an Apple II GS, and then forget about your Commodores and Ataris.
*John Thornley*
*New South Wales*
*Australia*

• I was recently looking through some old *C+VGs* when I came across a feature on how to "Make your own alien" (Nov 1986 issue). As I read this section I decided it would be interesting, though difficult to make one. Now the point of this letter: could you please tell me where I could obtain latex and how much it would cost me. Thanks. I'd like to end my letter with a joke, but I haven't got one.
*Giles Preene]*
*Brierly Hill*
*W. Midlands*

**Editor's reply: I'm afraid the joke is that there aren't any latex shops in Brierly Hill. Have you considered plasticine?**

• Me and 126 friends (well, 6 actually) have had a wicked idea for the mag. How about a section were all the millions of readers can send in their own programs to you and you review them, give them marks and if a reader would like to buy it they can write to you and pass the order onto the maker. Simple huh?
Your admiringly
*NEIL 'THE 8 BIT WONDER' JEDRZEJEWSKI*

P.S. If you use my idea don't give machine code games a

# Mailbag

so good. For something four inches square, it certainly is powerful.
*Paul Tweedle,*
*Kirby, Merseyside.*

**Editor's reply: As you may be starting to notice, big things are happening with Mean Machines. You can expect it to be bigger and have many new features . . . other than that, it's a case of waiting and seeing.**

higher mark just because basic games some times use block graphics.
P.P.S. Ha! I've beaten Exolon.
P.P.S. How about this then. I've made Operation Wolf and Out Run in basic.
P.P.P.S: I've made Afterburner as well.
P.P.P.P.S. Let's have more on Afterburner.
P.P.P.P.P.S. I'd better go now I'm getting boring.

**Editor's reply: You must be joking – we're overworked enough as it is!**

● Thank you for your fantastic magazine. It's much better than its German copy "ASM", although reading (and especially) writing in English is not that easy for me.

But the reason for my letter is something else. Where in God's name is your new mag, *"The One"*?? I waited for Issue One, but it didn't arrive at my lousy dealers. I'm not willing to miss issue two, so if you don't want me to do a little "Trantor" job on Farringdon Lane (?? Ed) send *The One* to Germany as fast as possible. I count on you.
*Hansjorg Allstadt*
*Hamburg*

**Editor's reply: We've had a number of letters on this. Write to the Subscriptions Dept at the address on the contents page. A European subscription costs £33.00 and for the rest of the world it is £42.00 surface mail/£70.00 air mail.**

● Congratulations on having such gorgeous girlies working for you! I was quite happy to stand and stare at your stand all day and admire the assortment of luscious lovelies rather than walk around the rest of the show.

Gis' a job, I can turn my hand to almost anything, honest.
*George Walsh*
*Clacton-on-Sea*

PS. Who is the balding fat man?

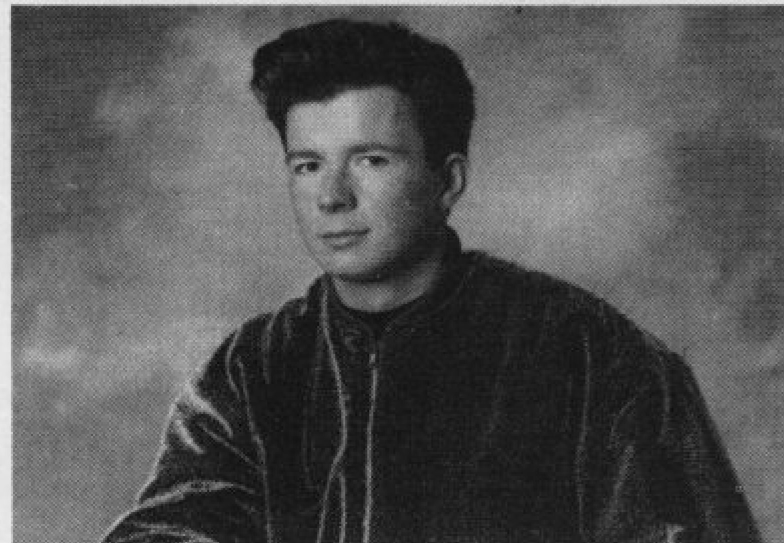
**Editor's reply: Andrea and Lora say you're gorgeous too, George.**

● I would like to know if I am the only person who has noticed the almost uncanny resemblance between Matt Bielby and ultra-groovy pop person Rick Ghastly?

Are they in any way related to each other or is it just a very spooky likeness? Could you please print a piccie of the two hunks side by side. It would make my day (even week!)
*Phoebe Burrows*
*London*



▲ *Rick Astley with bimbo.*



▲ *Matt Bielby.*

I'm not one to complain, but I read Mean Machines in C+VG October and I suddenly felt an urge to grab a pen and a piece of paper and scribble away. For a start, the column should be a lot longer as more and more people are buying consoles. I understand it is hard to get hold of games to review but surely Mean Machines doesn't have to be all reviews. You could have a console games chart, letters or even a competition. Anyway, in October I thoroughly enjoyed reading it, but when I looked at the screen shots . . . the captions were under the wrong pictures, or at least it looked that way. It didn't bother me so much as I am the proud owner of a Nintendo, but my brother was bothered – he has a Sega. I liked the P.C. Engine bit. These machines look really ace judging by the two page review of it in the May issue. No slip ups either! You didn't need to write anything under the screen shot, as even an idiot could work out that it was baseball'– the graphics are

I think you lot are rip off merchants.

Every month there is a competition to win some marvellous prize – like a trip to Disneyland or a day out in a Ferrari – but you never read about the winners, or see their names in the magazine.

Do these prizes really exist or do you just make them up to make people buy your magazine?

*Mike Hunt,*
*Reading*

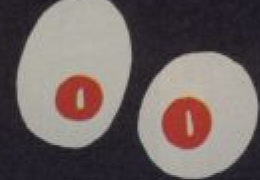
**Ed's reply: So you want proof. OK next month we will show you pictures of a C+VG reader in Disneyland and a C+VG reader being chauffered to school in a Ferrari.**

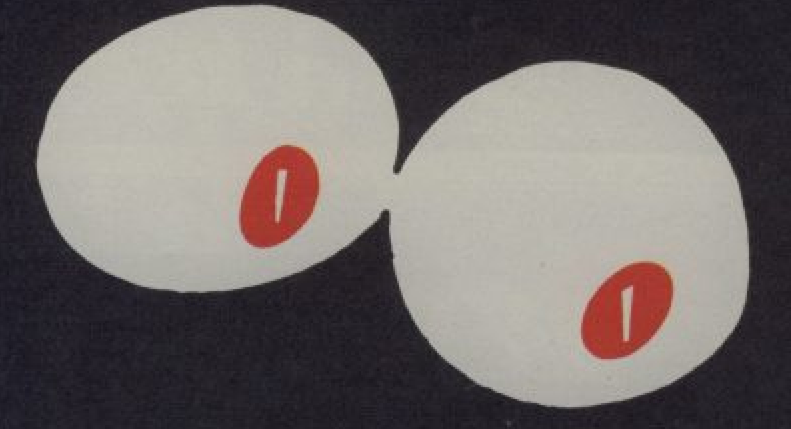
I was wondering about an advertisement for a magazine called "The One". I have seen it in your magazine and would like to buy it, but cannot find it anywhere. Can you tell me about it and where to get hold of it?
*Sven Anders,*
*Norway.*

**Ed's reply: See? We've had a lot of letters on this.**

# DON'T GET LEFT IN THE DARK...







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# LEVEL 5

# ARMALYTE



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You've won, but in the next championship contest you meet a boxer who knows more dirty tricks than you. It needs skill and cunning, lightning responses and deadly strategy. Have you got what it takes to become the World Champion — By Fair Means or Foul?

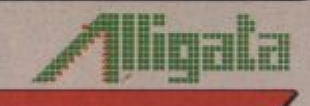
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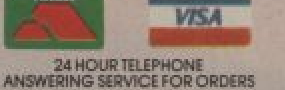
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# ARCADE ACTION

## THE LONDON REPORT

**If you're ever in London, and have time to kill, why not visit some arcades. Julian Rignall reports one where you can find the best ones. If you think your town or resort deserves a mention in C + VG's arcade report, write in enclosing details of all the arcades in your area, and a map if possible to C + VG Arcade Report, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. If your report gets printed, you'll win a fabulous C + VG T-shirt.**

If you want to find the latest video games, London is a pretty good pace to be.

Casino Amusements at the top of Tottenham Court Road is the testing site of Electrocoin, Europe's biggest arcade machine suppliers. The arcade is quite small, but at the back you'll find a selection of the hottest new titles around. The stock varies from week to week; the latest selection includes Cabal, Dragon Ninja, Assault, Bonzer Adventure, Chase HQ, Volleyball and Superman. Games are relatively cheap for London – mostly 20p a go compared with 30-50p in most other arcades. Definitely the place to go first!

Further down the road, in Oxford Street, is the London Leisure Centre. This massive arcade has recently been refurbished, and has an enormous selection of videos, as well as a plethora of fruit machines. New games include Galaxy Force, Blasteroids, Cabal, Galaga 88, Assault, Vindicator, Vulcan Venture, Xybots, Dragon Ninja and Superman




▲ *A Piccadilly Circus in the wild West End.*

# ARCADE ACTION

to name but a few. There's also a good range of oldies, including Flying Shark, Top Speed, R-Type, Salamander, Nemesis, and Asteroids of all things.

Head towards Shaftesbury Avenue, and you'll go past Family Leisure in Old Compton Street, and Las Vegas.

Family Leisure is an excellent arcade, with all the latest games, but unfortunately you have to pay through the nose, with newer games costing an enormous 50p a go! However, if you don't care about your budget, this place is great if you want to play the newest titles. Sega's Power Drift was tested there a couple of weeks ago, and should have returned by the time you read this; at the moment it's the only one in UK. Dynamite Dux is also there, as well as Assault, Dragon Ninja, Ninja Spirit, POW and Checkered Flag. There are plenty of oldies too, including Halley's Comet, Out Run, R-Type, Fighting Soccer, Operation Wolf and Pole Position! The stock varies from week to week, so if you visit, you could be in for some surprises!

Las Vegas used to be a personal favourite, but in the last couple of years they've got further and further behind. If you want to play old games like Enduro Racer, Star Wars, TX-1, Pole Position, Galaxians, Sprint 3, Bomb Jack, Centipede, Nemesis and the like, this place is ideal, especially as they're all 20p a shot, but there are hardly any new titles.

Between Shaftesbury Avenue and Leicester Square is the Amusements, found on the corner of Chinatown. It has a varied and up-to-date selection of games, and although not as quick as Casino, or Family Leisure, it's still worth a visit. Stock invariably changes, but at the last visit there was Bubble Bobble, Top Speed, Cabal, Operation Wolf, P-47 and Superman amongst others.

## THE LONDON AMUSEMENT MAP

▲ *JR's definitive guide to London's West End Arcades.*

Just off Leicester Square is Crystal Room, another arcade that was good a few years ago, but now isn't so hot. It's usually very crowded, and boasts only a few new titles. There are plenty of old ones, but overall it's a bit of a disappointment when compared with other arcades in the area.

There are other arcades dotted around central London, but most are fruit machine based, and offer a meagre selection of videos – the best bet is to check out the ones listed above.

The West End is definitely hot – but not the beginning and end of arcade game playing in London.

There are also hot arcades to be found in Islington – near the Wimpy in the High Street, two at Kings Cross, one in Camden High Street, Portobello Road (the Jet Setters Arcade), White Chapel High Street, and Walthamstow – plus a variety of London pubs particularly recommended is the Crown and Anchor in Shoe Lane where none other than the esteemed editor of C+VG used to pull pints.

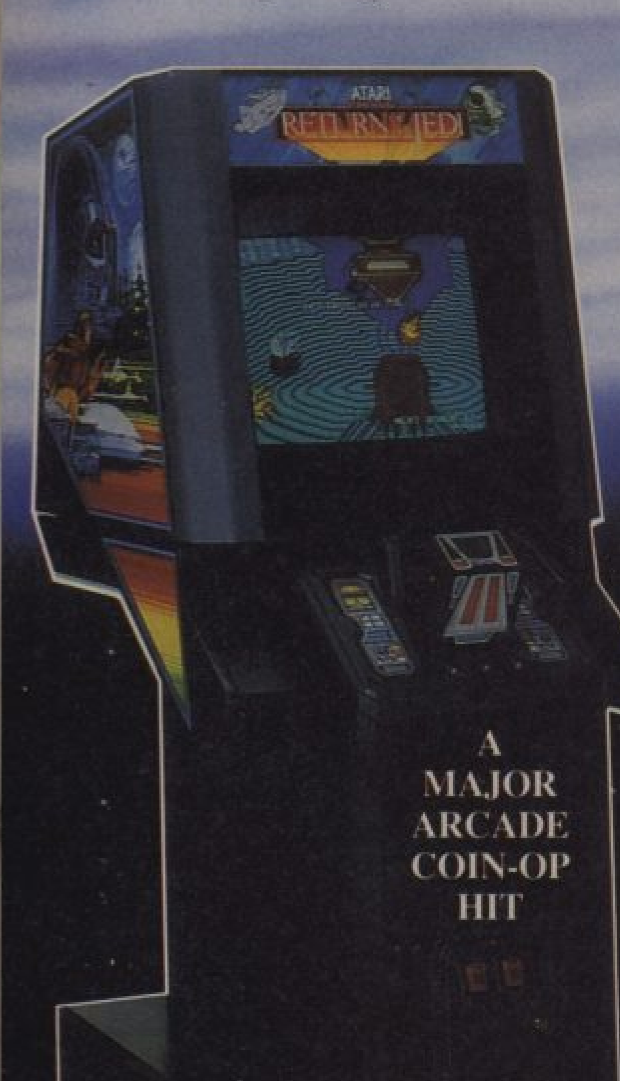
You will find that none of these tend to get hot new games as fast as the selected West End ones we name, but that doesn't mean many happy hours can't be thrashed there – and quite inexpensively too. At least by comparison! Then again, there is always the local chippy/kebab house.

STAR WARS

# RETURN

## The third fabulous game of the Star Wars trilogy !

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**Three great levels of gameplay. . .**
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**Level Two sees you controlling Chewbacca's Scout Walker.**
**On level Three you are Chewbacca and Lando flying the Millennium Falcon.**
**Fight off T.I.E. Fighters, survive the lethal tube, blast the reactor and turnaround from the exploding Death Star.**













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LIVES 01
LEVEL 03
NEXT BONUS 030000
SCORE 012650

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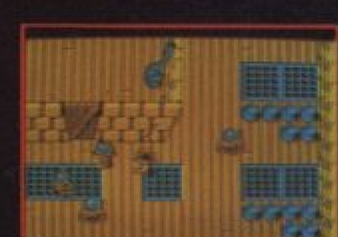
# May the Force be with you

# STALLONE

He's back and this time he's taking no prisoners! Colonel Trautman has been captured by the Russians in Afghanistan and there is only one person capable of freeing him. Negotiate the minefields, explore the Russian camp, lay boobytraps, avoid detection, free the Colonel and then ... move on to the explosive climax! RAMBO IS BACK!












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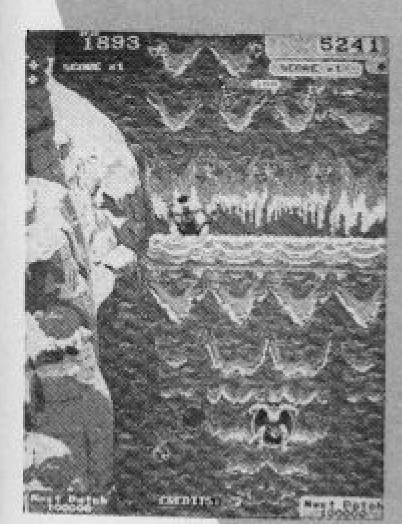


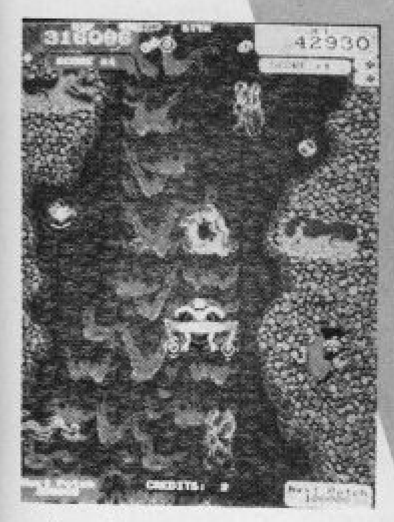

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# ARCADE ACTION


▲ Over the waterfall.

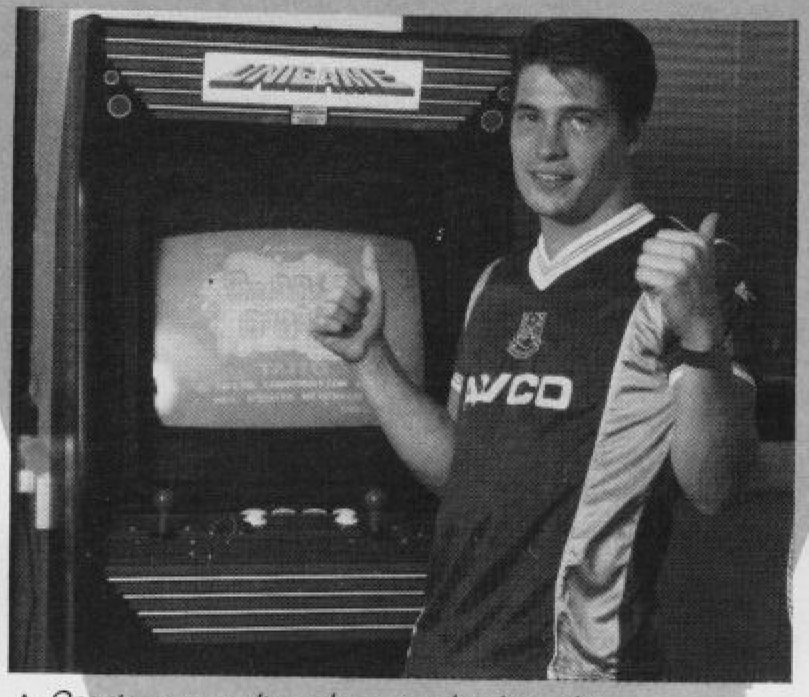

▲ Past the nasties.


▲ White water fun.

**Welcome to Britain's arcade highscore table, where experts vie for the top positions on the records tables. If you're a nifty player, why don't you send in your scores and tips to: C + VG Arcade Highscores, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

**BUBBLE BOBBLE**

A group of avid arcade goers in Littlehampton found this brilliant tip for Taito's classic game. How they found it, nobody knows – but it's incredibly useful. When the Bubble Bobble title screen appears, quickly move player one's joystick left, press the jump button, move player one's joystick left again, press the one-player button, joystick left again, press fire, joystick left yet again, and finally press the one-player button. If you do this before the title screen goes off, a POWER UP message appears at the bottom of the screen. When a game is started, Bub is endowed with speed-up and bubble-up, making the game somewhat easier. Better still, when he dies, all the features are retained, making the odds a little more even.


▲ One star you won't see down your local arcades.


▲ All action in Vindicators.

**VINDICATORS**

If you're playing a two-player game, always be the first to reach the exit. Always accumulate as many points as possible – at the end of the level, points amassed are converted to fuel – so the higher the score, the more fuel is awarded.

If you're on your own, and start on the hard level, spend your stars wisely. The best combination is 15 stars on shot power, five on bomb cannons or smart missiles (whichever are on offer), eight on shields, and twelve on shot range. Maximum shot range is important, since it allows the player to take out gun emplacements while staying out of their range.

Look out in the future for more arcade tips in C + VG – it is an area we have semi-ignored for a while, but enough of you are writing in requesting them that we have rethought our policy.

**TOOBIN'**

This is a useful tip for expert players – or those with money to burn. If a player gets to stage four, and a second player joins in the action, he's awarded a 1,800,000 starting bonus.

| | | |
|---|---|---|
| **TOOBIN'** | 5,879,538 | Martin Deem (MJD), Portsmouth |
| **ASSAULT** | 204,750 | Martin Deem, Portsmouth |
| **CONTINENTAL CIRCUS** | 8,766,450 | Julian Rignall (JAZ), Brighton |
| **APB** | 45,000 | Martin Deem, Portsmouth |
| **VULCAN VENTURE** | 789,200 | Mike Murray (MIK), Southend |
| **R-TYPE** | 984,700 | Martin Deem, Portsmouth |
| **P-47** | 1,101,975 | Peter Escher (PDE), Blackpool |
| **GALAGA 88** | 1,234.100 | Julian Rignall, Brighton |
| **OUT RUN** | 43,050,040 | Martin Deem, Portsmouth |
| **VINDICATOR** | 84,500 | David Peters (DEP), London |
| **BLASTEROIDS** | 1,402,300 | Jason Dean (JCD), Great Yarmouth |
| **GALAXY FORCE** | 1,380,900 | Wayne Davies (WAD), Swansea |

# ARCADE ACTION

## ARCADE SHOW ROUND-UP

Preview time has come round again and in early October I went to look at what's going to be the new mega coin-ops for 1989. The show, held in London, gives a taster at what we can expect to see hitting the arcades later on next year.

The last couple of shows have been really exciting with likes of *OutRun, Operation Wolf* and *Wec Le Mans* making their debuts. This year there was very little of interest either in the big game stakes or in the bread and butter range.

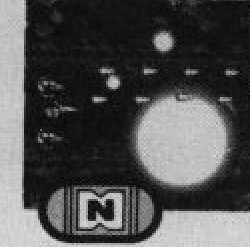
Other than *Power Drift* and *RoboCop,* there were only a few other games that were worth playing. All the other games we have already looked at – Taito's excellent *Chase HQ,* and so on.

## SPECIAL POWER UP

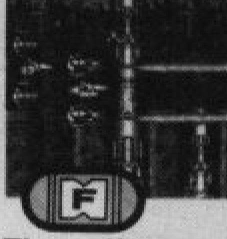
**Super Weapon-cannot be used without an option and are limited. Fire with Option adjust button.**



Macro Laser



Nuke Bomb



Flamethrower

▲ *Thundercross.*

Konami presented to the industry for the first time *Thunder Cross* which is neither new nor particularly exciting. In fact it's very much a rerun of *Salamander, Nemesis* et al. As you've probably guessed, it's a horizontally scrolling shoot 'em up with a large variety of pick-ups to enhance your ship and weapons systems and a huge range of aliens skimming towards you information.

Need I add that there are the obligatory cannons mounted on both ground and ceiling and you'll have the picture. Other dangers lurk in the blue lava which spouts out of volcanoes and in the end of level monsters which are a poor imitation of those in *R-Type*.

The graphics are in lovely shades of pastel which make them very difficult to differentiate close up, the game looks far more impressive when viewed from a distance.

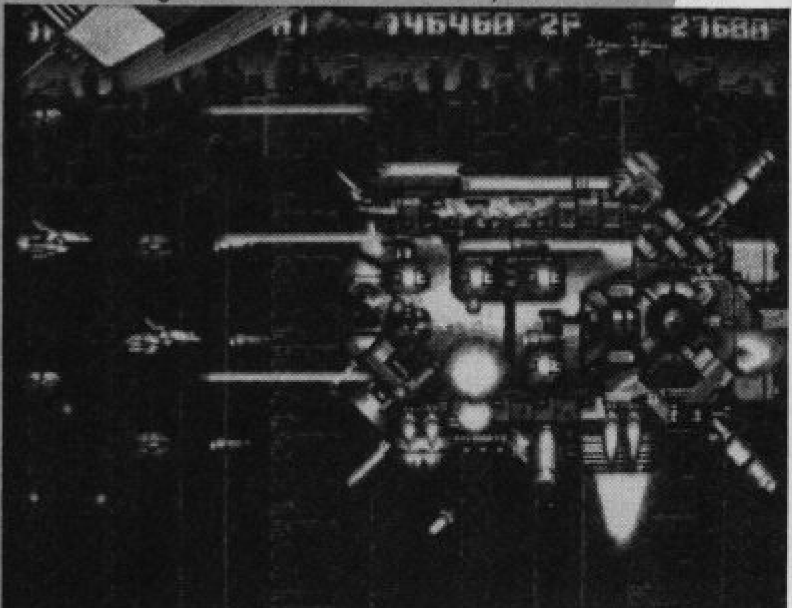
Thunder Cross is also very difficult. The game is very fast, calls for skill and quick reflexes and completing even one level is hellish. Thank heavens for the continue play facility. The game is nicely put together but if you want to go for this type, play one of the classics.

Remember *Midnight Landing?* The huge simulator which gave you a taste of how nerve racking it is to land a 747 in driving rain at the dead of night. Well Taito has just launched its sequel with the original game of *Top Landing*.

In fact, I couldn't get to grips with *Midnight Landing* and without fail managed to ditch my craft time and time again. Now *Top Landing,* though as sophisticated as its predecessor isn't as difficult. Within three attempts I managed one safe take-off and also landed a trainer at Sydney airport. No mean feat I can tell you.

At the beginning you're given a choice of eight airports including Rio, Paris and San Francisco. Your choice may also be influenced by the weather conditions at each – clear, cloudy or rainy. Rainy means that vision is obstructed and the runway is slippery. Cloudy means you can't see the runway until you're almost on top of it.

On choosing your destination you are told what type of craft you're flying, the wind speed and your altitude. The dials round the screen continue to give other vital information as you start your descent. Messages pop up on screen accompanied by a voice – presumably a worred airtraffic control – telling you to turn left or right if you look as if you're veering off course. The rest is up to you.



▲ *Thundercross.*

As you continue to play the landing game, you'll find wind speed and wind direction changing as well as your starting position. These obviously all have to be taken into account, so you can't rely on repeating your last landing.

*Top Landing* wouldn't hold my interest for long, but it is a test of skill. I know I wouldn't stand a chance in the real thing, but I did enjoy a quick flight with my feet planted on terra firma.

Konami's other offering at the show was Gang Busters – a cartoon style cops and robbers game starring two idiotic policemen with fluorescent punk hairdos.

This is a one or two player game to apprehend a gang of bank robbers. Having just bust the local bank, the gang forgets the getaway car and each one scurrier off down the street a bag of loot.

You hot foot it after them, your job to catch them and shove them into the back of a Police Van. With guns blazing it's not too diffult to get the first couple to surrender. Run up to them and they'll obligingly follow you to the van. The problems start when you run into a rival gang of thugs.

If you let any of this gang get too close, or get distracted your captives are more than likely to find their courage, duff you up and escape. So the sooner you get them into the van the better. As you travel through the game the numbers of mobsters increase and your chances of ploughing your way through the lot of them slip away.

Finding extra weapons is always a help and with the extra bullet power it's quite easy to blow most of them into next week. Occasionally the path you have to follow narrows to places where you're easily ambushed. Alternatively, you'll find your way blocked and on the other side are hordes just waiting for you to rip away through.

Keep your eyes on the man holes. These tend to conceal one of the gang who'll pop up, lob a gun at you and just as quickly duck back again. Luckily these only have a short range and as they explode a cartoon style. WOW! flahes up for a moment. Crossing streets is also hazardous. Try not to get mown down by manic drivers.

CONT. ON 148 ▸



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THE ULTIMATE DEVASTATION MACHINE

# ARCADE

Just because you're a copper doesn't mean they'll stop.

*Gang Busters* is a nice little game but there's nothing here to get too excited about. Very much a game which will earn Konami their bread.

Thank God the war ended in 1945. Capcom treated us to *1942* and *1943*. *Scramble Spirit* from Sega could be '1944' and no doubt we'll soon see a 1945 look-a-like.

Scramble Spirits a vertically scrolling shoot 'em up with a bird's eye view of the game. The idea is that Earth is being invaded by a mysterious enemy and you've got several missions – to intercept the aliens, find their secret base and save the planet from an inter-galastic takeover.

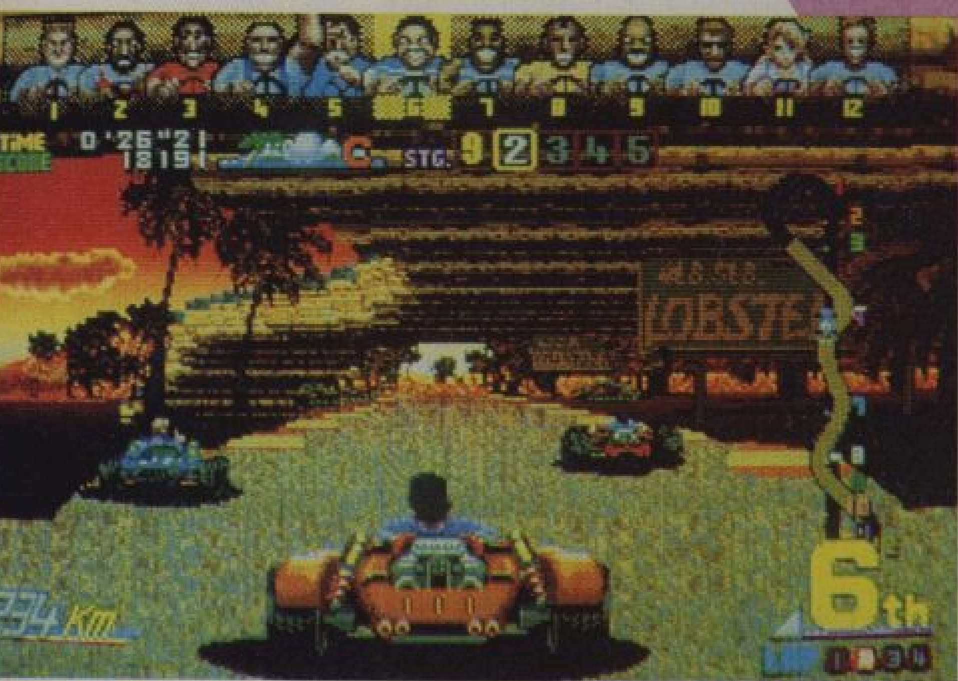
So it's Scramble, Scramble, Scramble as you speed up into the skies en route to becoming a hero. The game is very fast with masses of firepower and very sensitive controls. Squadrons of the enemy zoom in from the top of the screen, take them all out for extra points. Extra protection can be found by attaching to your wing tips two smaller version of your own craft which triples you firepower. Tanks swarm over the ground below sending up anti aircraft missiles. Use your rockets to take these out. Soon you're flying over the sea. Small speed boats beetle around before firing clouds of shot at you. More aircraft and choppers attack and the screen is full of missiles of one sort or another. Dodging these is very difficult and offers a real challenge.

Next comes the enemy aircraft carrier and it's at this point that the game shows itself as something different from the usual *Flying Shark* types. Your craft zooms into a few feet above the carrier, the better to blast away all the canons. The graphics undergo a rapid change and are magnified to such an extent that each pixel is visible. Once you've blown up as much as you can on the carrier your plane takes to the skies once more and a percentage of how much damage you've inflicted is shown. It's quite easy to get into the 90s and your points clock up accordingly.

End of level battle craft soon hove into view, spewing out homing missiles and lots of shot. As usual you've got to fire at the nerve centre of each monster craft to explode it and this takes some shooting a lot of wasted lives.

Mission two takes you on a trail to find the enemy's advance base and it's here you'll come across four gigantic armoured tanks which have to be knocked out before you can proceed. Mission three sees you to the enemy's secret base – not much imagination went into this story line.

Scramble Spirit is nothing very new but it is fast and has some nice touches. A challenging game which is definitely worth a quick bash.



▲ *Power Drift – disappointing post – Out Run racer from Sega.*



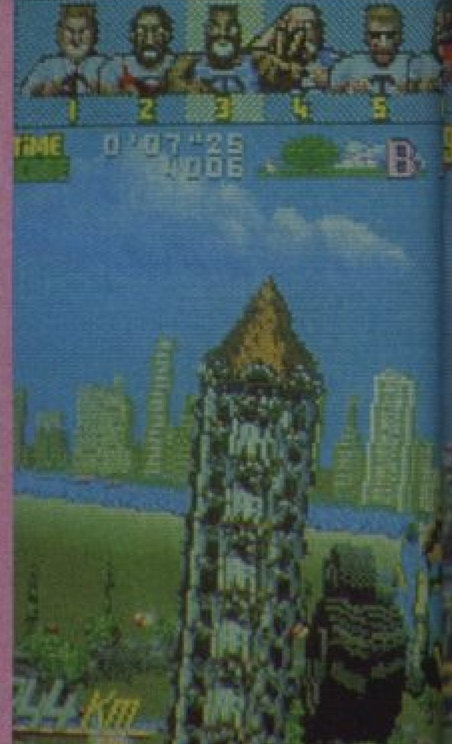
## POWER DRIFT

For a really whacky, stomach churning ride, get into the *Power Drift* cabinet and hold onto your breakfast.

Yet another mega-game from Sega, Power Drift follows Out Run. After Burner and Galaxy Force. However, it's like none of it's predecessors other than the fact that the cabinet movements are even more exaggerated and are likely to toss you out of the driving seat if you don't strap yourself tightly in.

*Power Drift* is a cartoon style racing game with some lovely graphics, a roller coaster course and all of 25 circuits to be raced. Its main feature lies in the track layout. This loops around itself, leaving you bouncing over bridges of logs, then swooping on to a stretch of straight before being pitched into a tight hair-raising corner. There's lots to think about just keeping your buggy on the track and it's just as well as you can't oversteer and drive into a tree or blow yourself up.

And there's bags of variety, too. There are 12 drivers to choose from and boy! are these a case load. Punks, thugs, a Mr. T. look-a-like, a city gent and a blonde are just a few of the choices. And they've got characters to match. Just wait til you get them behind the wheel and then sit back and watch. Every time Mr T whizzes past another driver he turns round and shakes his fist at them. In fact, he spends more time looking backwards and smirking than concentrating on what's coming up round the next bend. If it wasn't for the fact that you're in control of the wheel he'd end the race last every time.

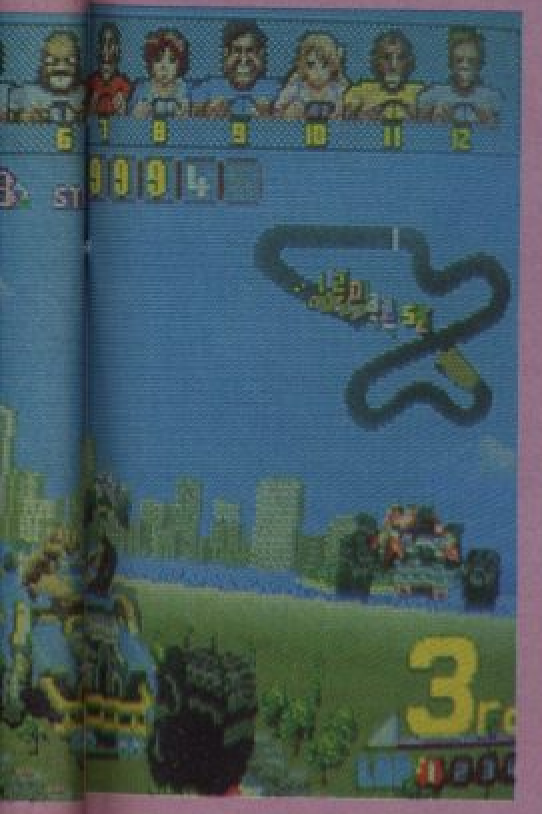


▲ *Giant wheels add speed.*

The first level has five circuits, each one more tortuous than the last, and on every track the other 11 competitors are harder to beat. You've got to get the hang of the game pretty quickly if you're to make it to track number 25. And at £1 a throw you're also going to be pretty broke.

The graphics are excellent – large sprites, breathtaking backdrops and eleven manic drivers competing against you offers a neat challenge. Each circuit is fairly short and to move onto the next you have to complete the course in at least third position. The car is very sensitive and it takes a few pounds to get the hang of handling the buggy on the raised log tracks. The car handles worse than when on solid ground and it's a simple matter to lose control, drive

# ACTION



off the edge to end up on the straight below.

Antics like this don't help your position rating and the computer helpfully screams 'Hurry Up' on each occasion. Not that it does you a lot of good, but at least the next time you travel that stretch of road you should know where you went wrong.

The screen is well laid out with the main view being like that of *Out Run* – the back of your car racing round a track which unfurls and undulates before you. To one side is a map of the circuit and ranged across the top of the screen are the mug shots of your competitors telling you what your position is in relation to them.

*Power Drift* is made by the cabinet which has the hottest movement I've yet to see on a coin-op. The cabinet really throws you left and right simulating the movements of your car. The game itself can get repetitive and once you've got the hang of the controls it shouldn't be too difficult to drive a fair way into the game. I played the deluxe version and imagine that the ordinary upright wouldn't be nearly so exciting. At a quid a go, it's a fairly expensive way of wasting the readies but nevertheless it's one game you've just got to give a whirl.

## ROBOCOP

We have the technology – we can rebuild him. And that's basically what happened to *Robocop*.

Data East has done an excellent job on *Robocop* which, in fact, is the follow up to the successful Dragon Ninja. Same large sprites, same style graphics and a hero who charges round annihalating everything which comes into weapon range.

You've probably all seen the film starring the cop who falls foul of the gangsters and gets blown to bits. Then come the high-tech guys who put him back together again, shove him into an armour plated suit and let him loose on the city's gangsters.

The games a scrolling shoot 'em up, though you'll have to be quick on the trigger if you're to survive the onslaught of flying bullets, grenades and the like. You start off in a dingy back street, tatty warehouse doors cling to the doorjambs, windows are cracked and broken and huge packing crates litter the area. The streets are quiet as you stroll past the gutters. Suddenly a group of gangsters bursts out of a doorway guns blazing. RoboCop gropes for his shooter in a grinding slow-motion action which comes straight out of the film. But from then on, there's nothing hesitant about his intentions.

He just blasts away. The gangsters are powerless, lifted into the air by the stream of bullets and die an ignoble death. More stream in to attack. Guns appear at the windows spraying bullets wildly down on you. Being a cyborg, there's no way you can dodge them all, only speed and accurate shooting will get you out of this mess. Everytime you're hit, RoboCop flickers and his endurance slides down a notch. But it takes a lot to put a good robot down.

Crates, strewn around, create impossible obstacles. The only way to pass them is to blast them. Occasionally one will conceal a weapon, blast the crate and pick it up. You'll be well rewarded with

CONT. ON 152 ▸




▲ Robocop coin-op – similar to the home version.

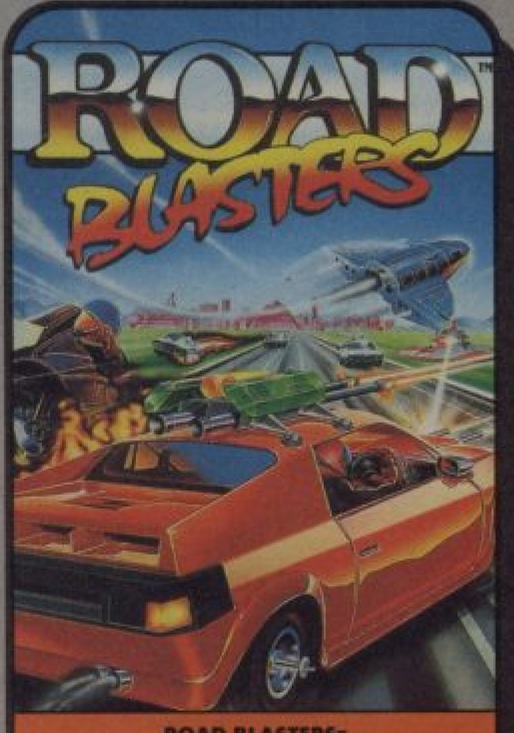
# SURE FIRE SMASH



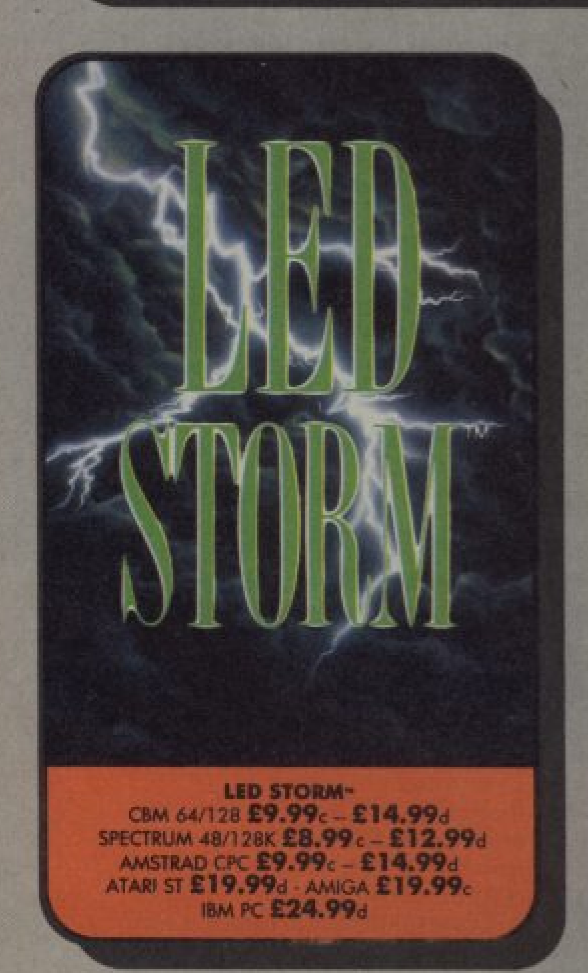

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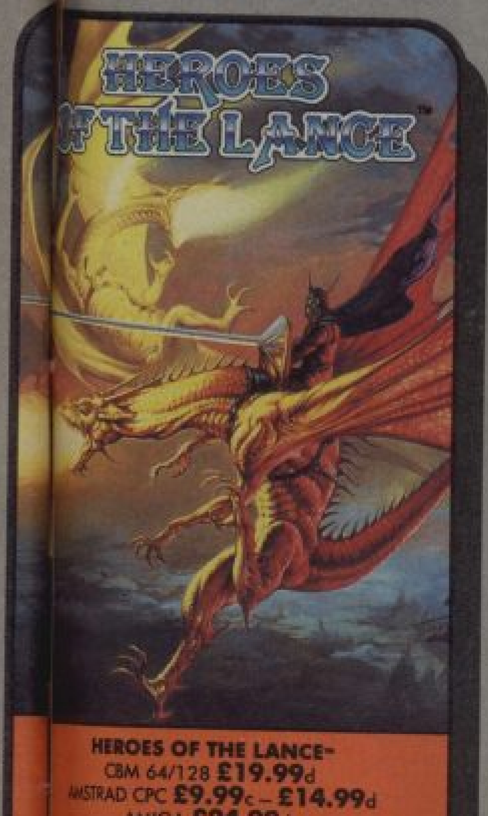
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# ARCADE ACTION

[illegible] your task even easier.

And like all good games there's got to be an end of level baddie to make your hair stand on end. On level one, which is fairly easy, it's a van load of thugs. Blast the van to stop it and when the doors at the back open to spill out a gang of thugs, hit them where it hurts. Some will take more punishment than others and they are the ones carrying rocket launchers. When the last is dead the scene ends with a telling message from the armoured hero, "Thank you for your co-operation." He's not a man of many words and repeats these thanks in a gruff tone at the end of each level.

If you've done well in the scoring stakes you can go on to a bonus stage which is like a cross between *Operation Wolf* and *Discs of Tron*. You control two cross wires on the horizontal and vertical axes which can be moved up and down and left to right. Where these lines cross is where your missile will hit. Now bring the cross-hair to rest on the objects which are being thrown at you from the back knock out the higher the score. A nice touch this, and one which requires quite a bit of co-ordination.

Next is a saunter through a breaker yard. The background graphics are superb in every detail. Broken down cars are piled high, the breaker's crushing machine is a deadly obstacle and the hordes of gangsters are as thick as before, though this time more cunning.

Make sure you don't get knocked out by flying heaps of scrap metal, or crushed by the huge stamping weights which thud to the ground every few seconds. Getting past a row of these is a nightmare, and to cap it all you've still got to shoot the hell out of the enemy. And your troubles haven't even started as you come across the car crushers. These are huge and you've not much time to nip under the horizontal bars before they slam down to reduce any lumps of metal to a paper thin thickness.

The enemy stand on top of these throwing bits of cars at you, and again your only hope of survival is to kill them before they knock you unconscious.

Apart from knocking the stuffing out of the gangsters you'll occasionally have to free the odd hostage. The trick here is to shoot the criminal and let the hostage run free. It's not too difficult and the cries of help bring you to the rescue in double quick time.

*RoboCop* is an exhilarating game. Taking all the most playable aspects out of the film and combining them into one hell of a shoot 'em up. It must be said that apart from the style of the characters, the gameplay is not original. Though the game's very similar to Dragon Ninja, it has its own flavour and will, no doubt, be a great success.

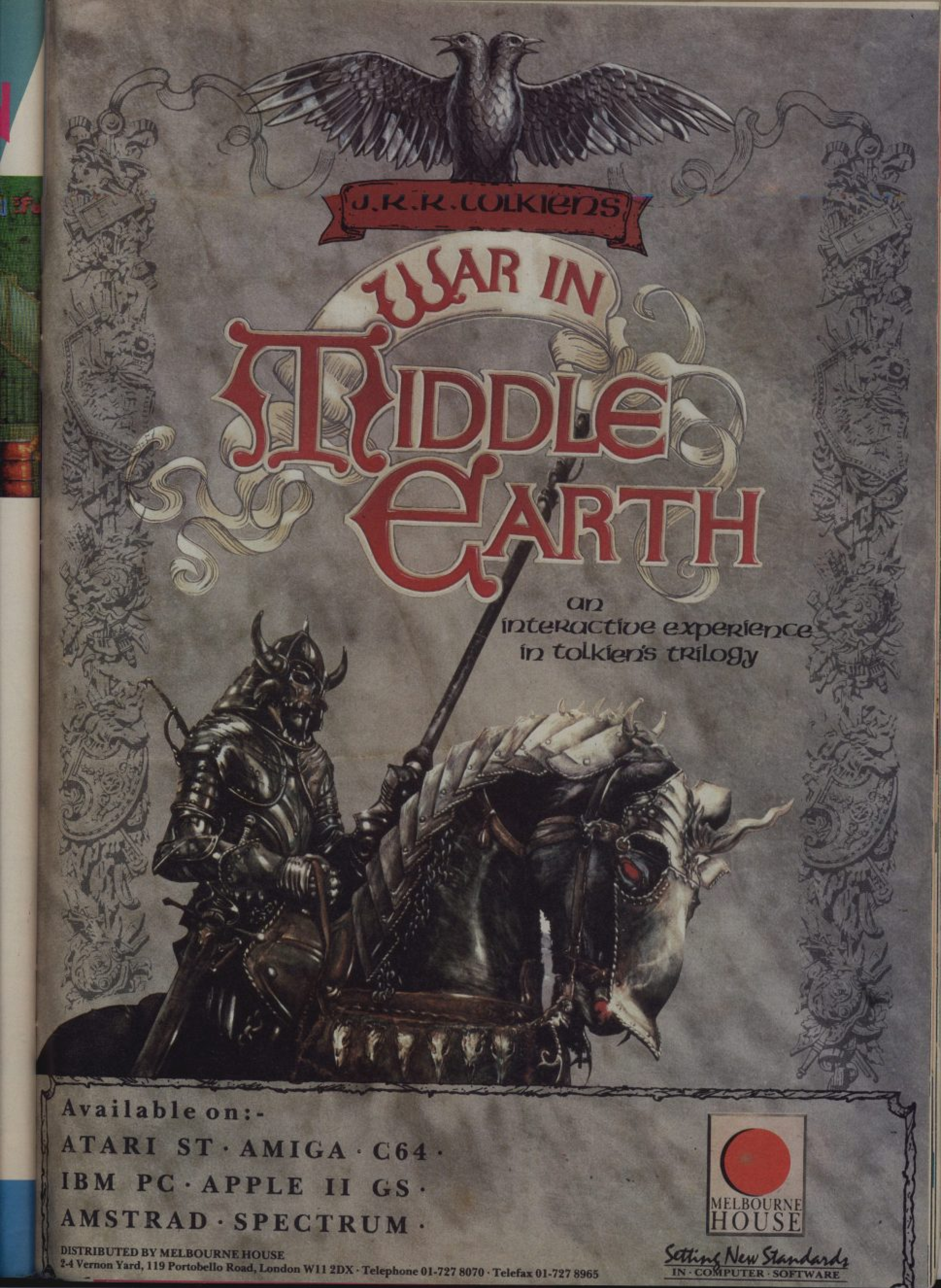


▲ *Droid cop looks tough, is tough.*

▼*Speccy home version looks good*

▼ *Film that spawned a million spin offs.*

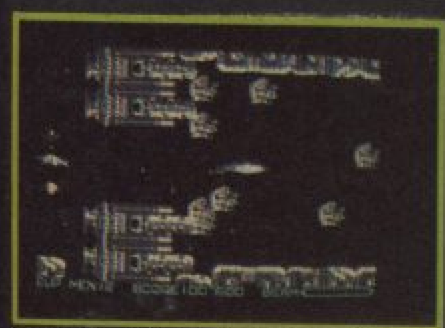



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# FRAME UP

**OK you lot, listen up, this is the Editor speaking. I'm getting sick and tired of all those space ships, dragons, and heavy metal bands you keep sending to Frame Up. Christmas is coming so how about something festive – maybe with a hint of sci-fi thrown in for good measure. Oh yes, and Gary Williams wants you to send Frame Up stills of Sabrina. Go to it.**



*Drax supplies us with a pic of my Testarossa.*


*Psygnosis's Barbarian piccy on the 64 from Stuart Lee.*



*Nuke your parents with DR and Quinch from Noel Wallace.*



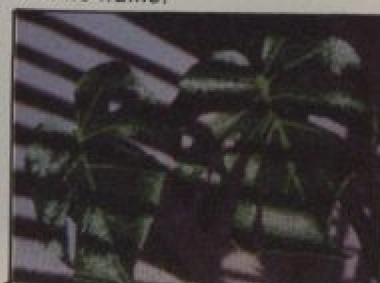

*A well timed burst from Star Wars, courtesy of Simon Clark.*

FRAME

A well constructed piece of Greek technology once again by Stuart Lee.

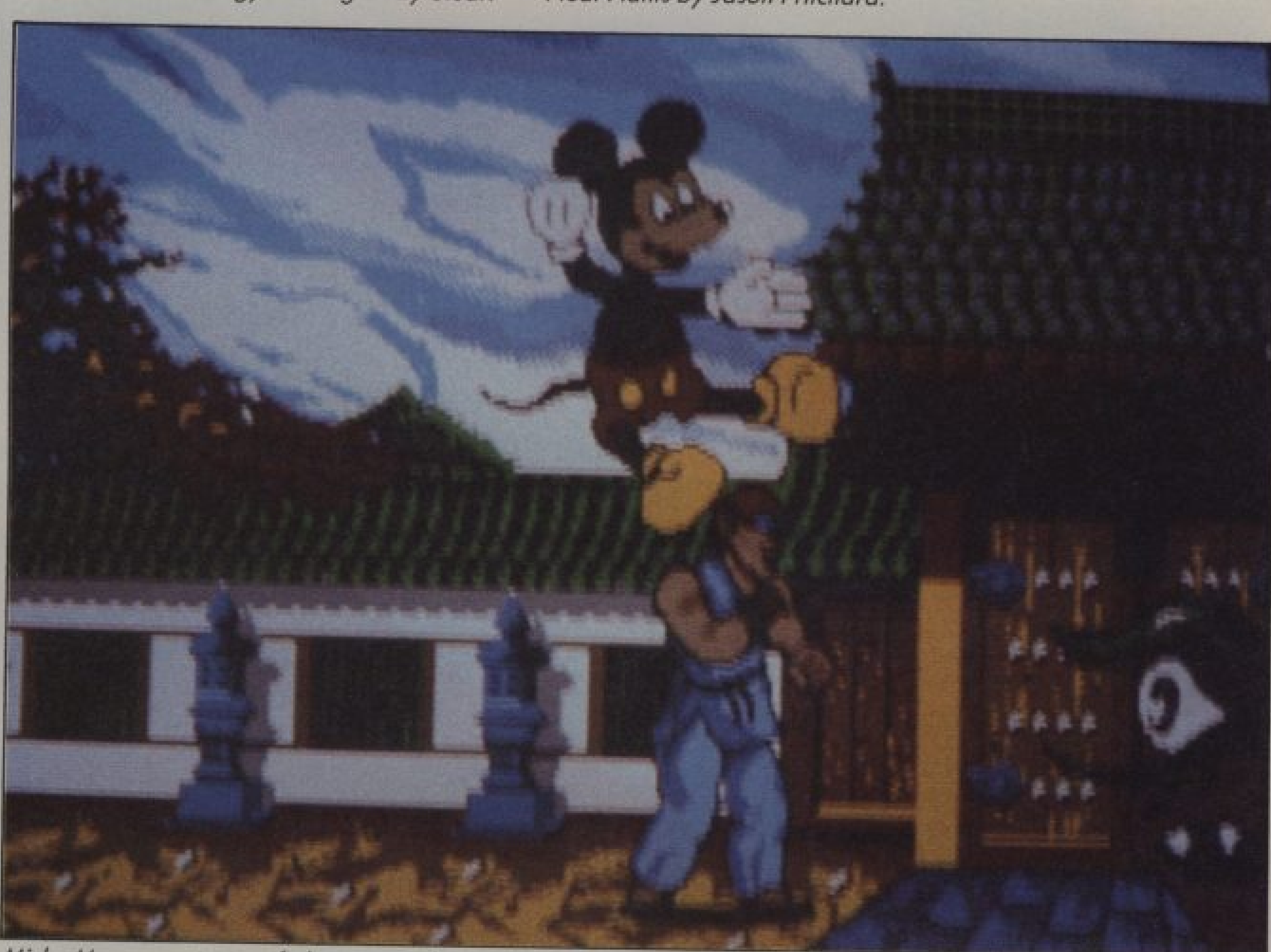


Starglider Two on the ST by a man with no name.

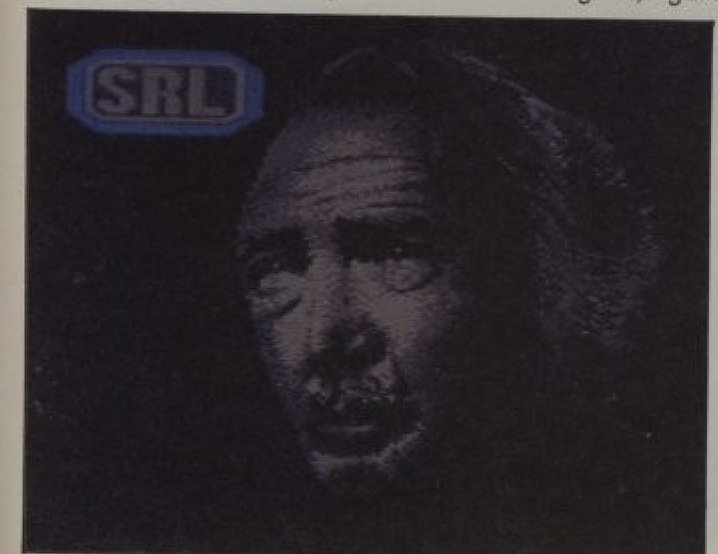


Neat Plants by Jason Pritchard.





Micky Mouse meets streetfighter, again by John Wood.




Magicians Gambit by Oh God, Stuart Lee.



Say Hi to that freaky old guy from S. Lee.



MINI GOLF


ATARI ST

AMIGA

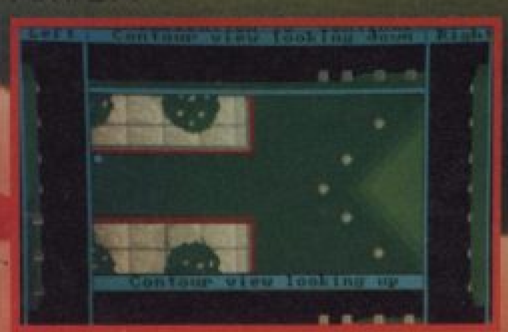
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# Mean Machines

December is a bumper month for Nintendo and Sega owners, with no less than four new Sega games under scrutiny, as well as an early Nintendo title, and an exclusive 'head to head' between the Sega and Nintendo versions of Double Dragon. There's an in-depth look at the *Legend of Zelda*, with maps and tips to help players go far, and, of course, there's all the latest console news.

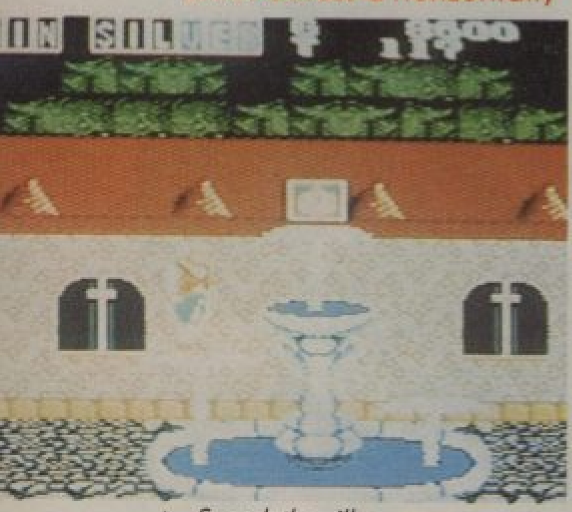
## Captain Silver

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: JULIAN RIGNALL.

Shiver me timbers! Data East's ageing and obscure arcade game has just been converted to the Sega, and those responsible should be made to walk the plank!

The game is basically a variation on the *Ghosts 'n' Goblins* theme, although it's nowhere near as good as the Capcom classic.

The player guides the sword-wielding Captain Silver across a horizontally




▲ *Search the village.*

scrolling landscape, avoiding the poorly-drawn monsters that attack from both sides or slaying them with a quick thrust of his stabber. When a corpse disappears, a letter or blue block remains, which is picked up for extra points and money. Later in the game, Silver is able to enter shops and buy items, including a shield (which allows him to be hit twice before he dies) and the ability to shoot stars from his sword.

The first level is set in a village. Get to the centre of the hamlet and the action switches to a ship.

Rigging is climbed to reach other parts of the ship, where pistol-toting seadogs jealously guard extra weapons, and the hold is entered by climbing down an available ladder. The Captain of the ship is found at the bow, and Silver confronts him in a duel to the death. If the black-garbed renegade is defeated Silver moves onto treasure island. Later still comes a platform section where Silver has to negotiate a series of moving floors.

The problem with *Captain Silver* is that it has all been seen before – it

▼ *Buy some provisions.*




offers nothing new. The graphics are gaudy and unimaginative, the animation is amateurish, and the sound harsh. The gameplay is badly flawed, allowing you to get through the first three levels with complete ease, and then the difficulty level is bumped right up, making the platform section difficult to clear.

Those who have never played a *Ghosts 'n' Goblins*-type game before might find this fun, but to be honest there are many better examples of the genre – try *Alex Kidd* or *Wonderboy* instead.

| | |
|---|---|
| ► GRAPHICS | 5 |
| ► SOUND | 5 |
| ► VALUE | 2 |
| ► PLAYABILITY | 4 |
| ► OVERALL | 47% |

## Lord of the Sword

► MACHINE: SEGA.
► PRICE: £24.95.
► REVIEWER: MATT BIELBY.

You could be forgiven for thinking that all Sega games are the same. Except for the odd honourable exception – *Thunderblade*, say, or *Afterburner* – they're all hack and slash adventures. Play one

▼ *Shades of Rastan Saga.*





▲ Sp– Matt gets wet.

*Rastan* Saga-clone and you've played them all.

A harsh judgement, yes, but *Lord of the Sword* does little to dispute this claim. *Lord of the Sword* is the story of Landau, a young man on a quest to rid his land of the demons and evil creatures that have overrun it, and in the process become king. Armed with both sword and bow and arrow, he cuts a suitably heroic dash, but is perhaps one of the least charismatic heroes ever.

That is what the whole game lacks: a sense of character. Landau's quest involves finding a legendary tree which is the symbol of the royal family, killing all the Goblins and destroying the statue of Evil.

Some of these monsters are quite inventive, but with the backdrops being mainly wooded creas, and the same beasties consistently cropping up, it really seems to lack the variety to put it at the very peak of this sort of game. There are many better examples of the genre about. It's okay, both attack moves work well and collision detection is fine, and there is a lot of game to explore, but it loses out in an undistinguished plot, a lack of visual imagination and variety.

| | |
|---|---|
| ► GRAPHICS | 6 |
| ► SOUND | 6 |
| ► VALUE | 7 |
| ► PLAYABILITY | 7 |
| ► OVERALL | 64% |

# Golvellius

**► MACHINE: SEGA.**
**► PRICE: £24.95.**
**► REVIEWER: JULIAN RIGNALL.**

Sega's candidate for the whackiest title of the year award is, in fact, an excellent arcade adventure set over a variety of terrains.



▲ *That worm is meant to scare – ha.*

At the start of the mission, *Golvellius* is given a sword and a pair of boots by a haggard old crone, and from then on he's on his own.

The first level comprises a horizontally scrolling trek through a worm-infested cave. Slithering creatures inch their way towards the hero and are sliced before they have a chance to make contact; if they do, a chunk is knocked off Golvellius' energy bar. If the bar is depleted twice, the mission is over. Halfway through the section a giant worm bars the way, and is defeated by repeated sword slashes. When it dies it drops jewels, which are picked up to add to the cash total. A little further on is the cave exit, which leads to a *Gauntlet*-style level comprised of nine flick screens.

Some of the screens have holes which are entered to access other screens. In two reside faries, which reveal details of Golvellius' quest: to collect seven jewels. Another three are shops where extra items are bought – if enough cash has been collected. The last one leads to a vertically scrolling cave inhabited by flying creatures and a large bat. Bash the bat and a snowman appears – not a cute 'n' cuddly one like Raymond Briggs' brilliant creation, this one is mean and throws energy-sapping icicles at the hero.

If he's destroyed, Golvellius is returned to the *Gauntlet* level, where an exit opens to another level, similar to the previous one but set in desert. As the adventure progresses, more and more of the mission objective is uncovered, and better weapons and useful items may be purchased to help Golvellius find the elusive jewels.

At the end of a game, a code is given, so that the player may start at the same position at another time, and there's also a continued option for those who like to persevere.

I must say that I enjoyed playing this. It's challenging, addictive and varied – and there's plenty to explore and uncover. The graphics and quality indeed, and all the different sections combine to produce a highly entertaining and compulsive arcade adventure.

| | |
|---|---|
| ► GRAPHICS | 9 |
| ► SOUND | 8 |
| ► VALUE | 7 |
| ► PLAYABILITY | 9 |
| ► OVERALL | 84% |




▲ *Why not? Rignall'll buy anything.*

# Nintendo Soccer

**► MACHINE: NINTENDO.**
**► PRICE: £19.95.**
**► REVIEWER: JULIAN RIGNALL.**

Just about every computer and console in existance has some form of football game available for it, and

▼ *Nintendo Soccer – sick as a parrot.*




SEGA
TV ARCADE ACTION

the Nintendo is no exception.

At the start of the match, the one or two-player option is set. After that one of seven teams is chosen and the timer is set to 15, 30 or 45 minute halves. If one person is playing the computer, one of five skill levels is chosen.

The viewpoint is a traditional one, with the match being played over a horizontally scrolling field. The player is given control over the nearest player to the ball, and can either kick at the goal, or



▲ *Nintendo Soccer loses to Sega.*

pass to a team-mate. The receiver is indicated by an arrow, and is usually the player who's nearest in the direction the current player is running.

When the ball is shot at goal, an arrow behind the posts can be moved up and down to bend the ball out of range of the keeper. If the opposition get the ball into your area, keeper control is handed over to the player, and he can dive at the ball.

At first glance, *Nintendo Soccer* doesn't look that good, with some poorly defined players and a distinct lack of scenery – it's almost like playing a Sunday league game! However, it's graced with oodles of playability, and even though the game is a little on the slow side, there's plenty of scope for football fans to hone their skills.

The five different skill levels combined with seven teams of varied ability give plenty of long-term challenge, and the two-player option, as ever, is brilliant.

*Nintendo Soccer* is one of the best simulations of the sport, and shouldn't be left on the sub's bench.

► GRAPHICS 6
► SOUND 6
► VALUE 7
► PLAYABILITY 8
► OVERALL 83%

# Rambo III

► **MACHINE: SEGA.**
► **PRICE: £24.95.**
► **REQUIREMENTS: LIGHT PHASER.**
► **REVIEWER: JULIAN RIGNALL.**

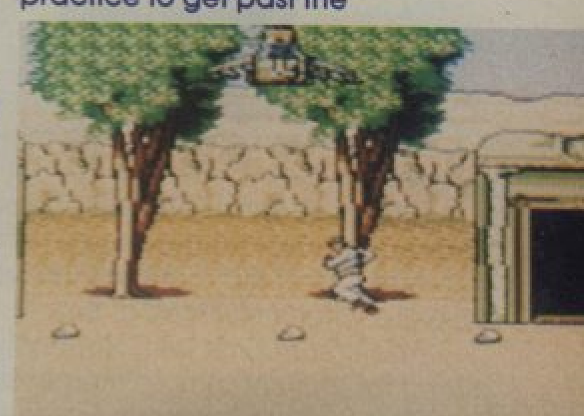
Rambo, defender of mom's apple pie and all things right of the Republicans, has gone to Afghanistan to battle the Russians. Well, in his third film he has, because in real life he'd have trouble finding any Russian soldiers to murder since they're all pulling out.

Still, that hasn't stopped Sega producing this game-of-the-film. The film centres on mass genocide and Sega has decided to capture the ambience of an abbatoir with an *Operation Wolf* style game, played over a left to right horizontally scrolling landscape. Soldiers pop up from all angles and are blasted with a well-aimed shot of the light phaser before they open fire. If an enemy manages to shoot a couple of rounds out of the screen, some of Rambo's energy is lost, represented by a bar at the bottom of the screen. A depleted bar means death, so good hand-to-eye co-ordination is required to survive.

Ammo is limited, and the rounds remaining are shown next to the energy bar. If the ammo is completed used up, the player can only fire very short bursts of fire. If things are particularly grim, either a grenade or rocket can be launched to kill everything on-screen.

If the player survives for a predetermined time, energy and ammo remaining are converted to bonus points, and the second level begins with even more soldiers and helicopters to contend with. The game continues in this fashion, with an increasing number of forces every level.

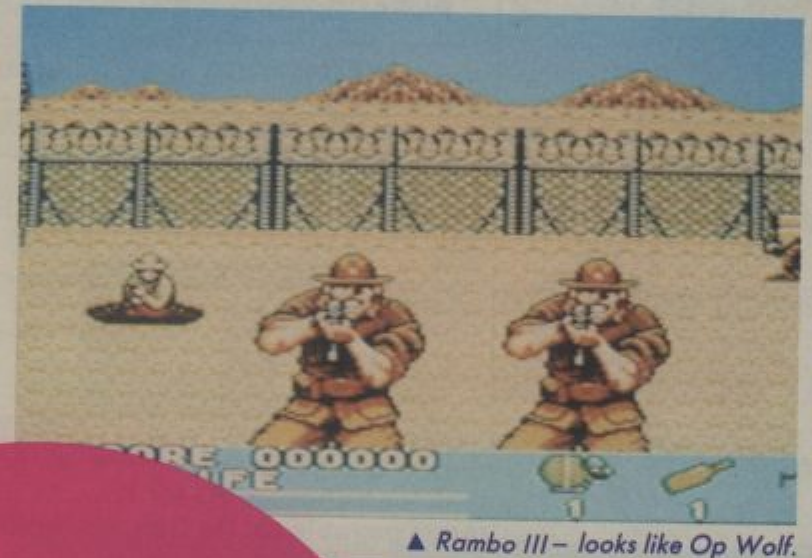
*Rambo III* is an unashamed *Operation Wolf* rip-off, but it's a good one and combines great graphics and smooth scrolling with some very challenging and frenetic gameplay. In fact it's almost too hard, and it takes an awful lot of practice to get past the


▲ *Blast that Chopper.*

second level – mind you, when you're shelling out this much money for a game, you want something that lasts more than a few nights of play!

By only gripe is that there isn't a joycard option. As a result many Sega owners will miss out – a shame, because *Rambo III* is an excellent game.

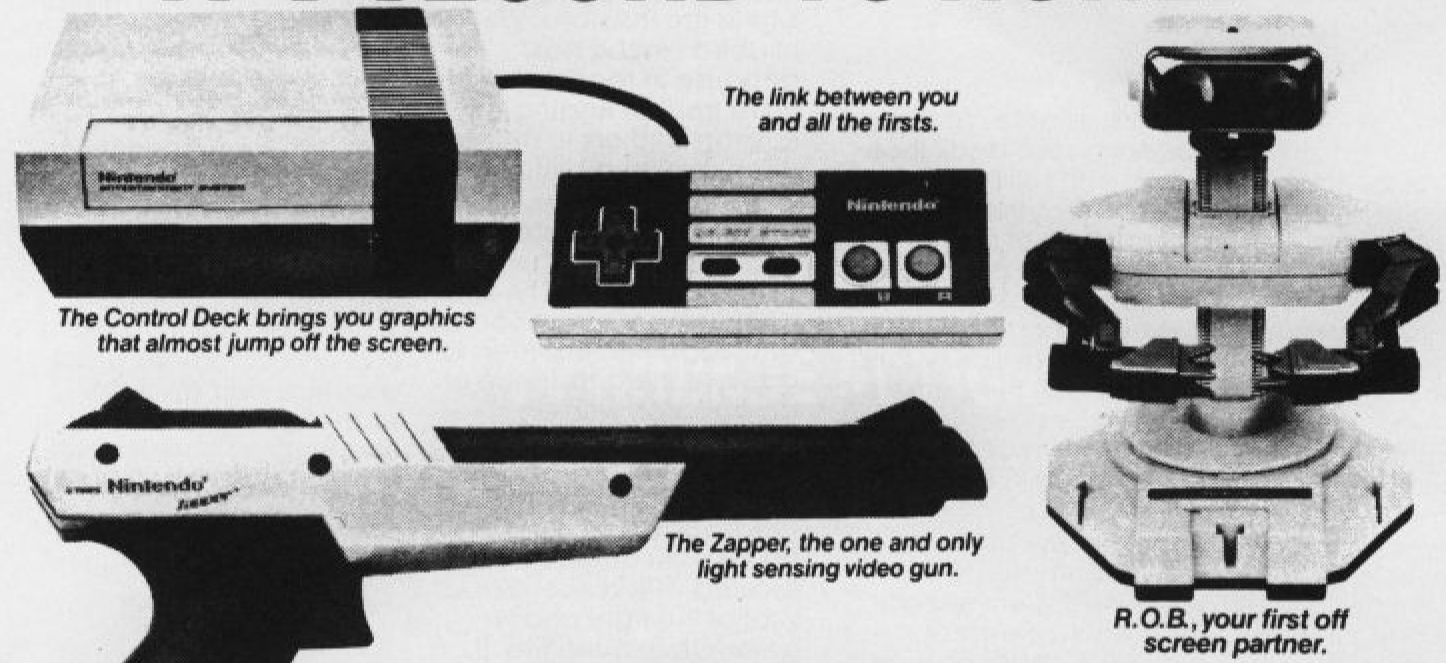
► GRAPHICS 8
► SOUND 7
► VALUE 7
► PLAYABILITY 8
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# Mean Machines Tips

# Legend Of Zelda

**In this month's Mean Machines in-depth tips section, Legend of Zelda comes under scrutiny as we reveal how to get the most out of this massive Nintendo arcade adventure.**

Link, the hero,starts his quest unarmed, so the first thing to do is get a sword by entering the door at the top of the first screen. Once it's in Link's possession he can really start adventuring.

Try and keep Link's energy levels topped up to maximum – he can throw swords when all his hearts are red. If he gets hit he loses his advantage and life becomes a lot more difficult.

Kill everything – that way you're ensured of a constant supply of rubies – money with which Link can buy extra weapons and items. The best weapons to buy are the white sword and the magical sword – these are extremely powerful. The magic shield is also a good one to go for since it blocks enemy arrows and missiles.

Scattered throughout the land of Hyrule are different magical objects – pick these up to provide much-needed help if Link is to collect all eight pieces of the Triforce and defeat the evil Gannon at the end of level nine. Heart containers boosts Link's heart capacity by one, adding vital extra health to his total. There are two types of boomerang. The wooden one stuns enemies, while the metal one (found in the hardest room in level two) kills weaker creatures. Keys open doors but are only used once, whereas the magic key can be used over and over again. Like the boomerang, there are wooden and metal types of arrow. The former is less powerful. The ladder is used to cross small rivers or holes, while the items which can be dropped in the path of oncoming creatures. Water of life is essential for higher levels; blue water tops up Link's heart meter once, and a red one does it twice. The whistle is the most helpful of all items – Link can't complete his quest without it. Blow it in the Overworld and something surprising happens!

Generally, explore as much as possible and don't be afraid to experiment. There are four short cuts hidden around the map which allow Link to cross the map with ease, and there are also secret caves, found by pushing rocks and blowing up cliffs.

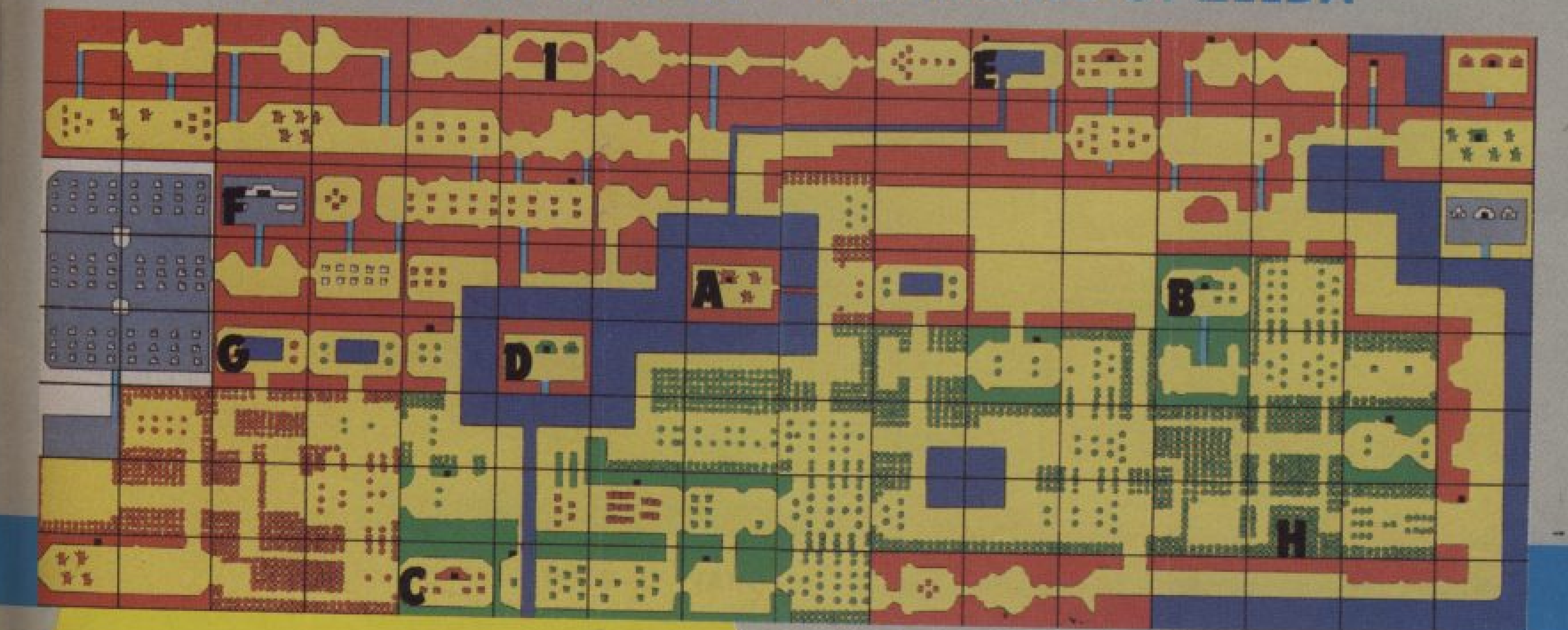
Most important of all – read the instructions carefully they contain many hints and clues which should help put Link on the road to victory.

Finally, if you can't beat Gannon and are overcome with curiosity as to what the next level has in store, register your name as Zelda and you'll automatically start on level two.

## KEY

**A LEVEL 1**
**B LEVEL 2**
**C LEVEL 3**
**D LEVEL 4**
**E LEVEL 5**
**F LEVEL 6**
**G LEVEL 7**
**H LEVEL 8**
**I LEVEL 9**

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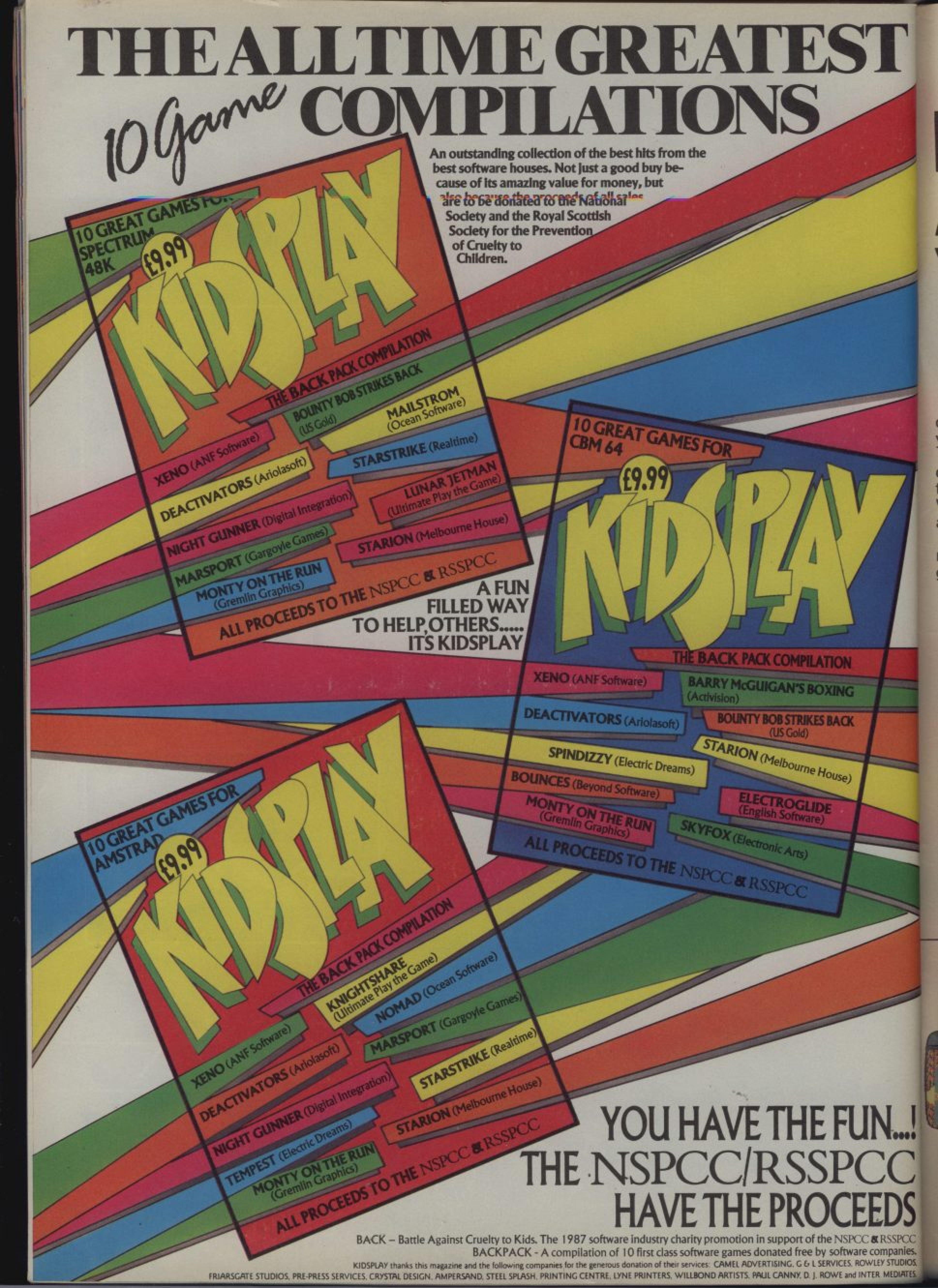


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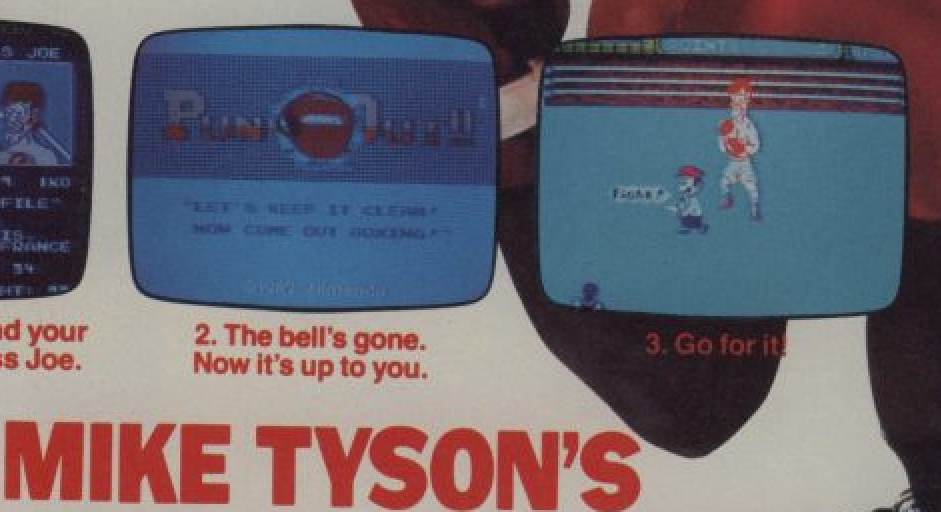
And remember, this is Nintendo, right? So you might get beat, but you won't get hurt.




1. You're Little Mac and your first opponent is Glass Joe.

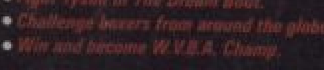


2. The bell's gone. Now it's up to you.



3. Go for it!




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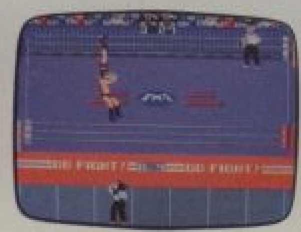
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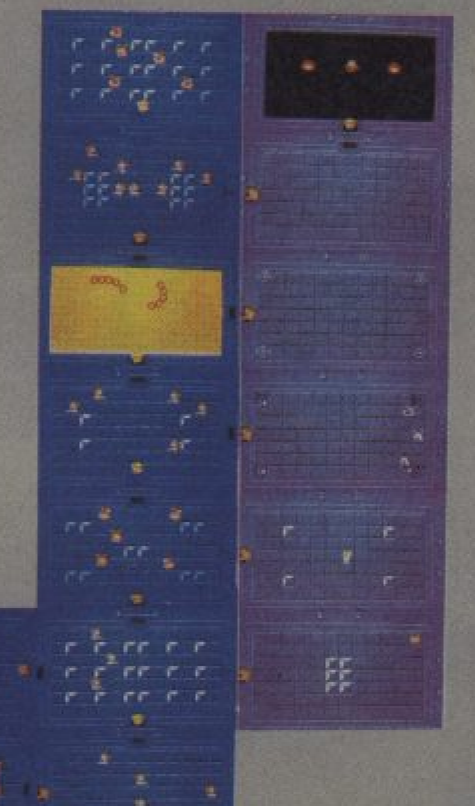
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Mean Machines Tips

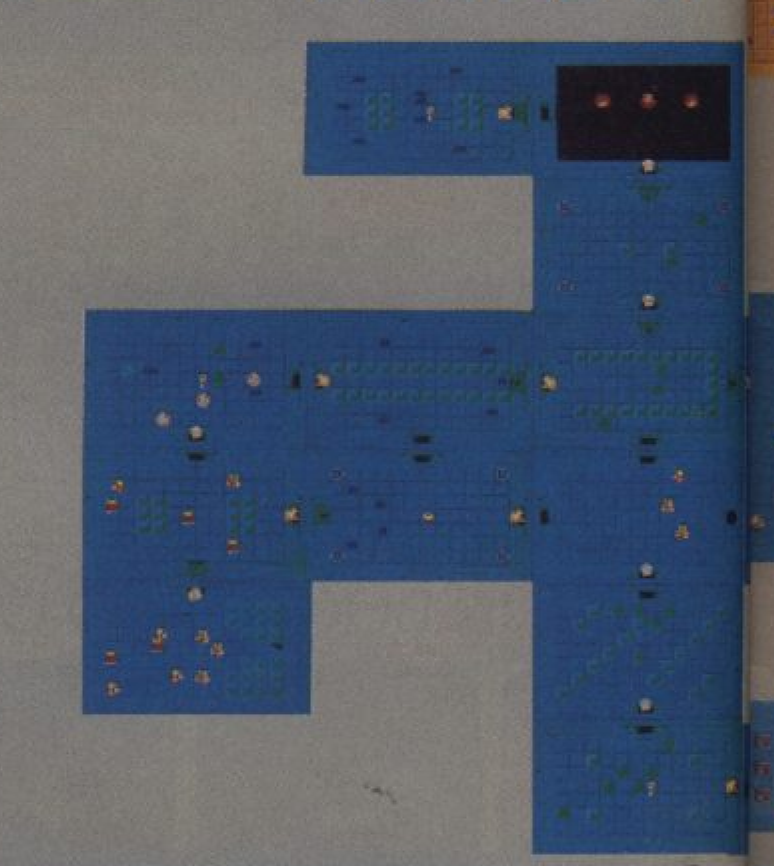
# Legend

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LEVEL 2

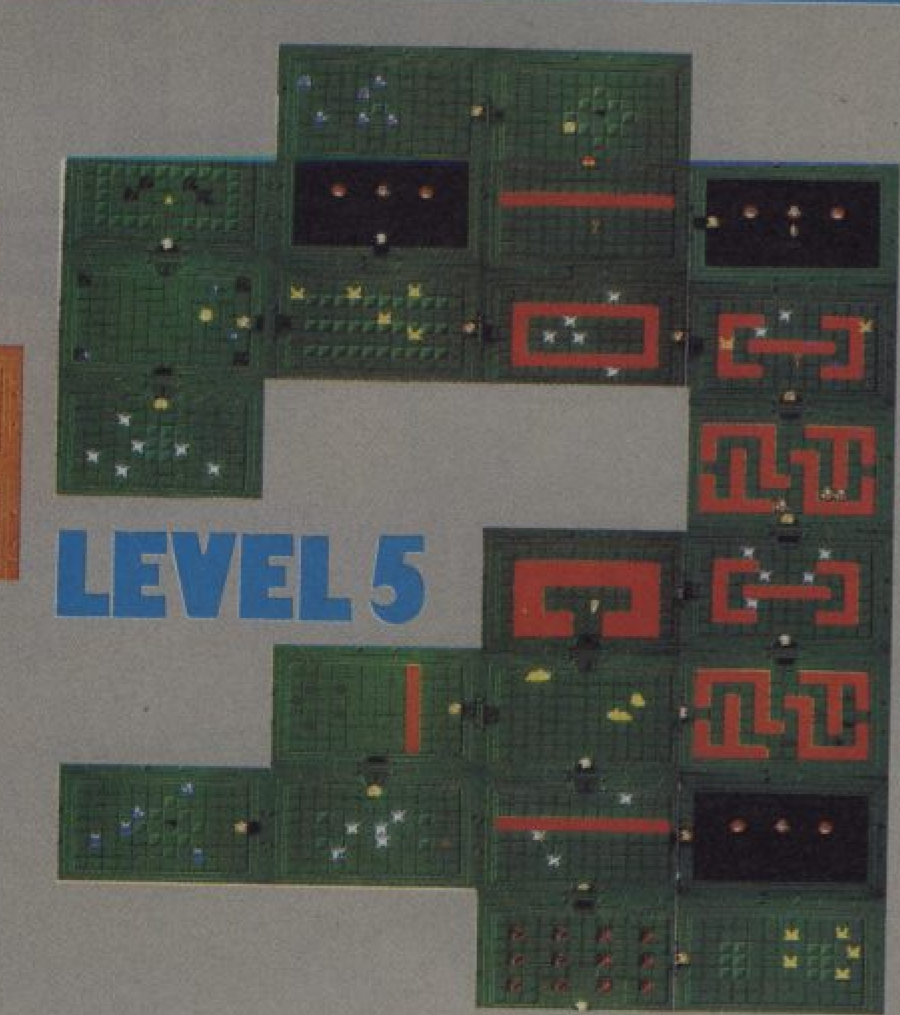


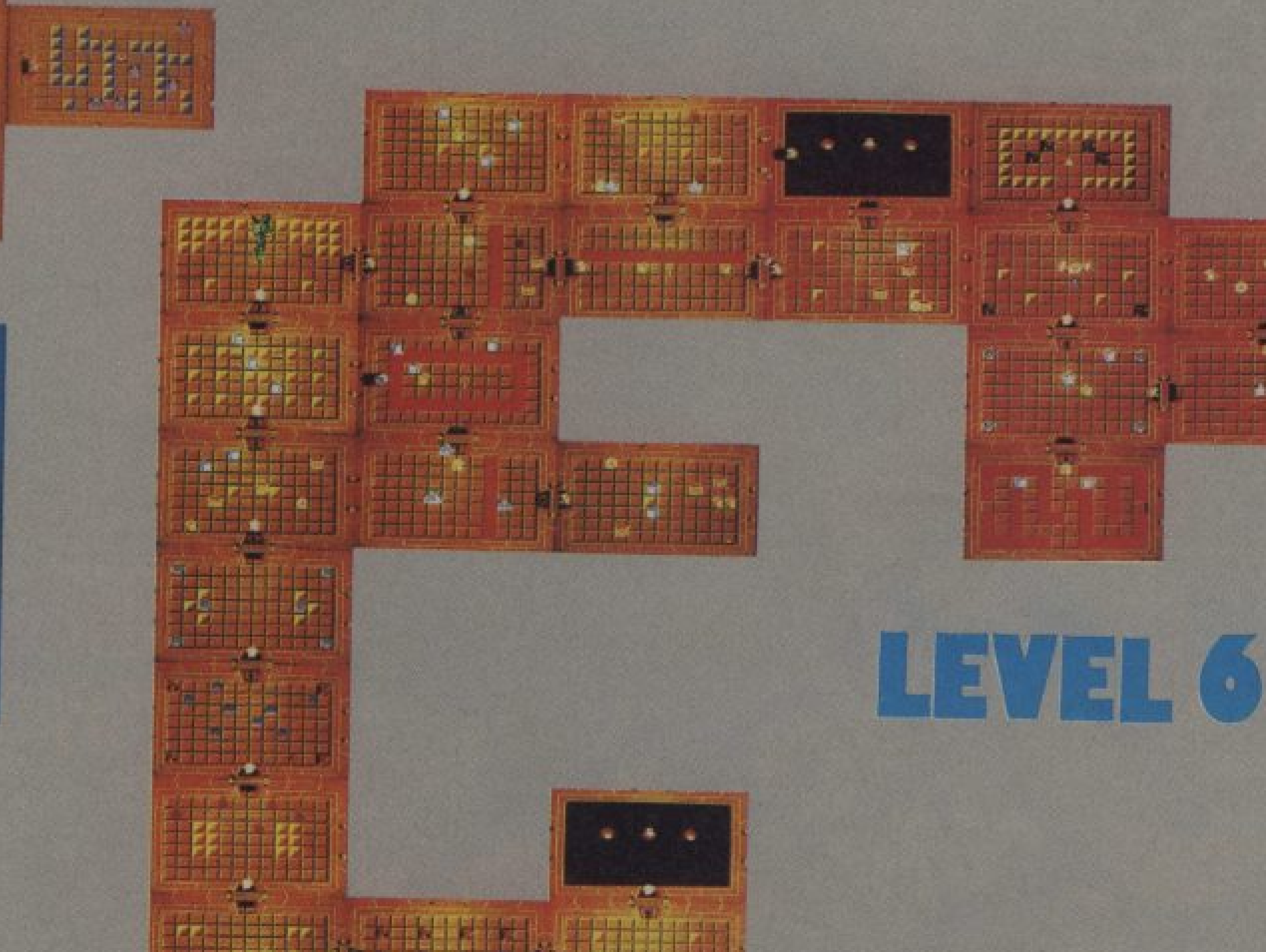
LEVEL 3

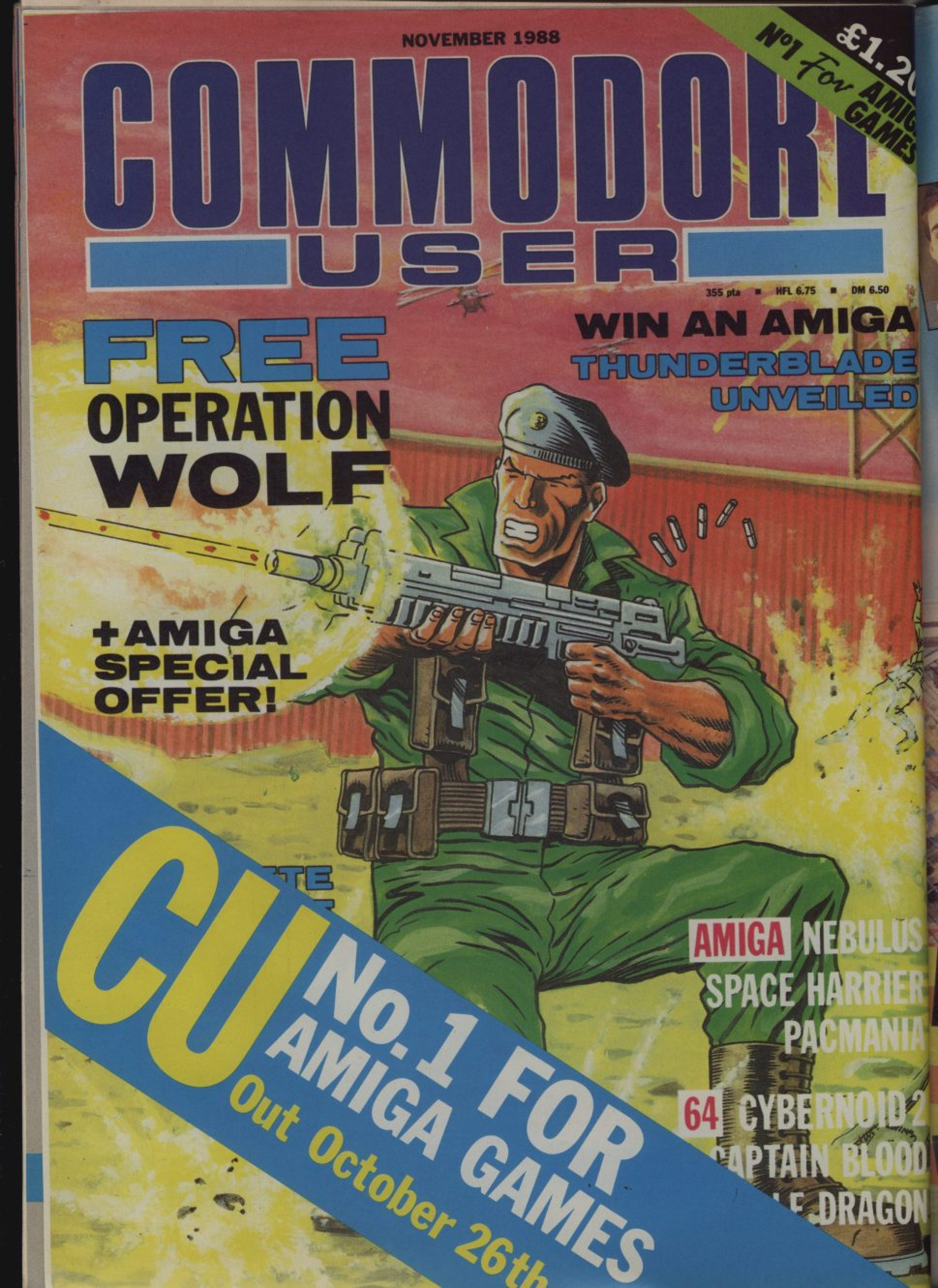


# Of Zelda





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# Mean Machines

# Double Dragon

**► MACHINE: SEGA/NINTENDO.**
**► PRICE: SEGA £22.95, NINTENDO N/A.**
**► REVIEWER: JULIAN RIGNALL.**

*Double Dragon*, Technos' tough street fighting game has been in the arcades for nearly two years, and only now has appeared on the home consoles.

The game puts one or two players in the roles of denim-clad street fighters, who have to go and rescue a girl who's been kidnapped by a rival gang. This means an excursion to the wrong side of town, and every step is fraught with danger.

At the start, an introductory sequence shows the girl being abducted by the gang – a notorious-looking bunch of hoodlums. Then the action begins with the player(s) walking onto the scene. Immediately gang members attack, and attempt to wear down the player's energy bars with well-aimed kicks and punches. The heroes can reciprocate with their arsenal of mid-kicks, uppercuts, head-butts, high kicks and punches. Most opponents have to be floored several times before they give up the ghost.

As the combatants walk across the horizontally scrolling landscape, the opponents become more hostile, and start attacking with weapons like baseball bats, petrol bombs and whips. If they're dropped, the player can pick them up and use them against the enemy – useful!

At the end of the level is a big bruiser, who is defeated to move onto the next level. As the players progress through the game, the opposing gang members become increasingly ferocious, and the mission ends with a fight to the death with the gang leader himself. Will the girl be rescued? That's up to you.

Considering that these are conversions of the same arcade game, there are quite a few differences between Sega and Nintendo *Double Dragon*. The first thing that instantly strikes you are the graphics. On the first level both versions adhere pretty well to the arcade original, but from then on it seems that the designers have added their own artistic touches, and both differ quite considerably. Overall, the Nintendo has the edge over the Sega, with more detailed and colourful graphics. The sprites are also different on both versions, with the Nintendo's looking typically cuter, compared with the squatter Sega counterparts.

Another major difference between Sega and Nintendo is the screen size; the Nintendo is practically full-screen, whereas the Sega is chopped at the top and bottom, leaving unsightly black borders, rather like a Postbox format film on telly.

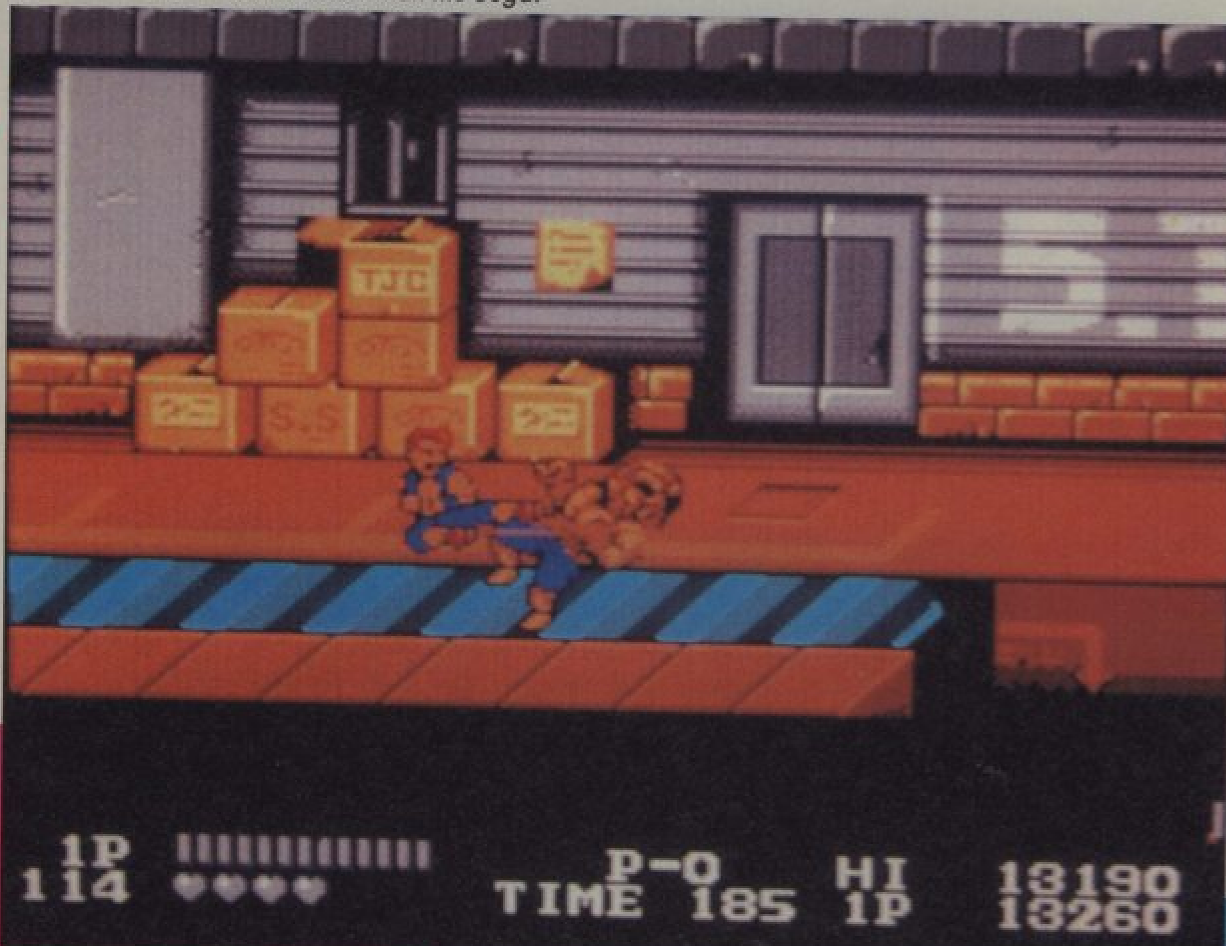
Both versions suffer from sprite flicker – the Sega's is particularly bad, and it's often difficult to tell the hero apart from the enemy. The Nintendo doesn't flicker so often, but the bottom halves of sprites disappear occasionally when things get busy.

On their own merits, both versions are competent. I think that the Sega version could have been a little better, as it doesn't play quite as well as the Nintendo, but nevertheless it'll satisfy *Double Dragon* fans.

The Nintendo unfortunately lacks the two-player option, but more than makes up for this deficiency with an extra one-on-one *Street Fighter*-style game included on the ROM. As a solo game it's engrossing and fun – it's a shame it won't be available until next year.

| | SEGA | NINTENDO |
|---|---|---|
| ► GRAPHICS | 7 | 7 |
| ► SOUND | 6 | 7 |
| ► VALUE | 6 | N/A |
| ► PLAYABILITY | 7 | 7 |
| ► OVERALL | 76% | 83% |

*The Nintendo version: better than the Sega!*



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# Out To Lunch

**With Grand Slam set to launch a Thunderbirds computer game in '89 and a new feature fill starring the old puppet heroes around the corner John Minson went to meet MR Thunderbird – Gerry Anderson – for an exclusive C+VG interview.**

One of my earliest television memories is a puppet show starring a cowboy called Tex Tucker. Seeing that Four Feather Falls first appeared in 1958, I must have been watching a repeat. Even I didn't goggle the box before I was out of nappies!

Its successor featured a jet-powered flying car and I probably saw that later too. There's every chance I watched the first run of the space adventure that followed though, and by then I was old enough to know the name of the genius behind Fireball XL5 and all those other titles – Gerry Anderson.

Mike Mercury, Troy Tempest, the Tracey family – throughout the sixties my imagination soared with Anderson's flights of fantasy. And if, around 1968, I forsook Supermarionation for the flesh and blood adventures of The Avengers, there was a whole new generation discovering that there were no strings on Captain Scarlet.

But if anyone had tried to tell me, back in the days when I was manoeuvring a model of Thunderbird 2 around the kitchen floor, that one day I'd be chatting with the only man who really knows what Lady Penelope and Parker got up to when they weren't racing around in her pink, six wheeled Roller, I'd have thought it about as likely as joining International Rescue.

Now I'm sitting in Anderson's office, wondering if he can pull some strings and get me a trip in Thunderbird 2. No go! Never in the field of television has so much pleasure been given to so many by one man – but Gerry Anderson is modest, almost apologetic about it.

"It was just one of those things. I'd formed my own film company and we were on the point of bankruptcy. Then an authoress came along with The Adventures of Twizzle, and asked me if I'd film it. The answer had to be yes. We had no money, were starving, in debt so it was 'What a hell of a good idea.' Otherwise I would never have been in puppets."

A softly spoken, serious man, Anderson admits that each series was an attempt to better the previous one. "I'd been so ashamed of those pictures that I tried to improve them. Eyes and mouths began to move. We replaced painted backgrounds with cut outs with depth. And it got to a point where I saw the films could be respectable."

Working under extreme pressure to produce each episode there was little time for refining techniques or developing intricate plots. But hurried decisions proved to be inpsired. Take the origin of Supercar: "The puppets couldn't walk properly so I thought, how can I get them to move fast on the screen without actually having to walk? If I make a vehicle that can do anything we can rush the puppets to any situation while they're sitting down."

After earthbound and space adventures, Anderson took the plunge underwater with Stingray. This was another ground breaker – the first colour TV series to be made in the UK! By now Gerry Anderson was as much a part of the Sixties as The Beatles.

I still remember the thrill of hearing that Thunderbirds would be in hour long episodes. It marked acceptance for the marionettes and a marketing revolution for Anderson who by now had his own toy company and publishing



▲ *Gerry Anderson.*

operation.

Thunderbirds really were Go! He even made two feature films featuring International Rescue, one of which features a puppet Cliff Richard – who said they thought he was a wooden head anyhow?

Despite the superior puppetry and effects – and for once Anderson announces himself satisfied with them – the films were not great successes, and though there were several more puppet series, including the beautiful models of Captain Scarlet, in proper proportion for the first time, then Joe 90 and finally the live action/Supermarionation combiantion of The Scarlet Service, Anderson wanted to work with real actors.

His opportunity came with another feature film, Doppelganger, which concerned a tenth planet on the far side of the sun. Despite an Academy Award nomination for its special effects, it's hardly ever revived – a pity as it was a classy piece of sci-fi. Then came the live action series, UFO, The Protectors and Space 1999.

Twelve years after he'd hung up his heroes, Anderson returned to puppetry with Terrahawks, using a refined technique he called Supermacromation. Why the U-turn? In the late 70's he'd moved to Hollywood where he was, by his own admission, lonely and depresed. "I went for a coffee and the waitress asked me, 'What do you do?' For the first time in my life I was anxious to impress somebody so I said 'Actually I'm a producer.' And she just said, 'Right. Milk? Cream?' Suddenly I realised, producer's are two a penny. But what I had been doing made me a very special sort of producer."

▼ *Dick Spanner.*



His most recent special productions include award winning commercials and Dick Spanner, the private eye who inhabits an alternative universe where the oddest things happen to the accompaniment of the oldest jokes.

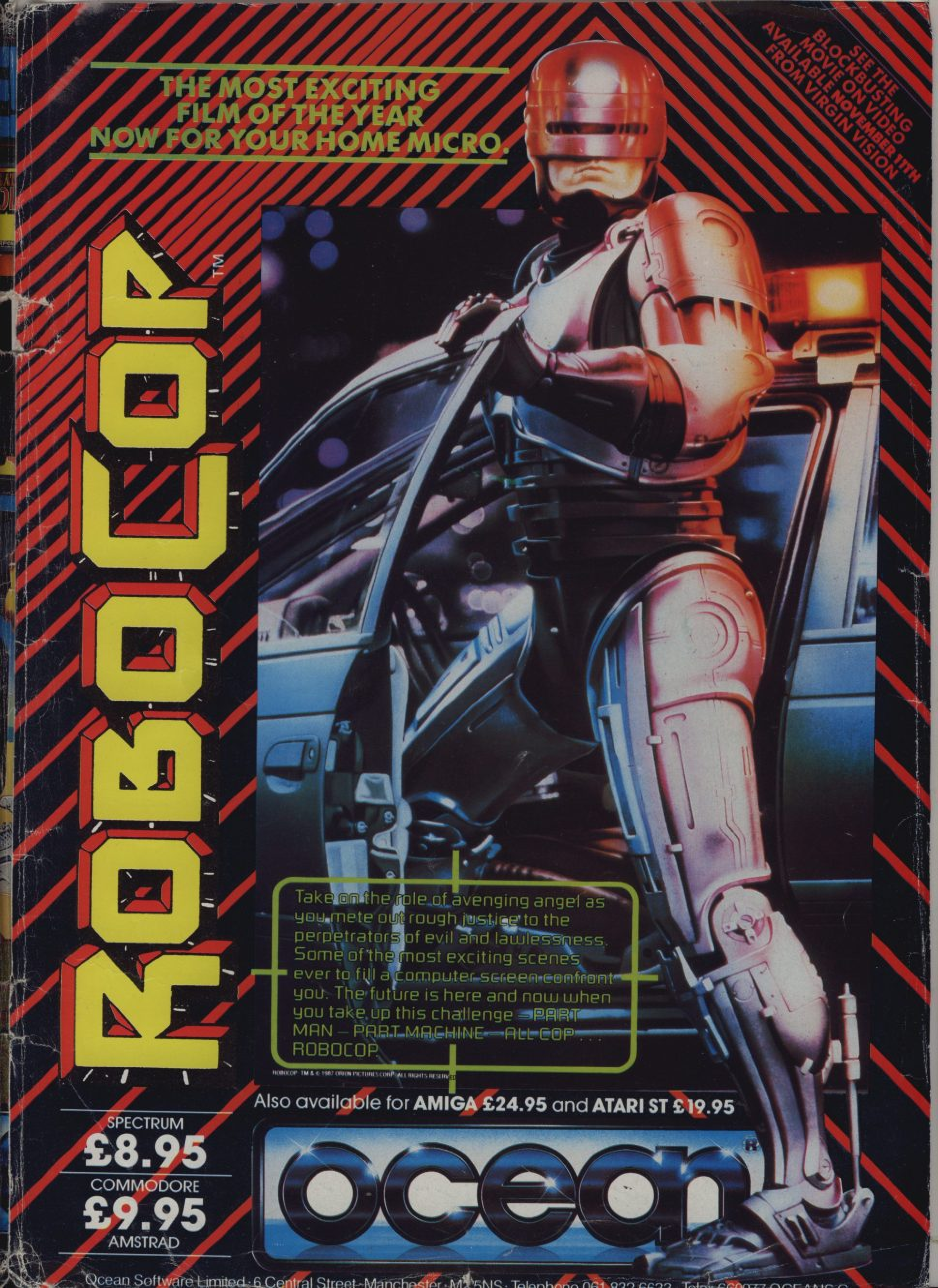
But the inventive Anderson imagination is never at rest. Even though his adventures are out of favour in certain trendy TV quarters he has two major new projects. He's already made a one hour pilot for Space Police which sounds incredible. "It's a combination of people, actors and special effects, all rolled into one – everthing I've ever done – and it is a damn good show. It will be made, I'm sure, but it ain't easy."

Then, while I'm still taking this in, he hits me with the big one. "At this moment I'm talking about a new Thunderbirds feature film. I've come around to thinking, now one can do such wonderful things, about bringing back the old characters, but with real actors." What will it be like? Anderson says it will be escapism but will contain some social comment. I can't wait!

Finally I ask Gerry about the philosophy behind his series. He thinks for a moment before replying: "I've always been interested in triggering off things in children's minds – things that could continue after the show is over."

And here I am, living proof that he succeeded. Twenty five years after my first exposure to Anderson's world, those puppets live on in my mind. I wonder if the same will be true for the generation raised on Grange Hill.

Dick Spanner Vol 1: The Case of the Human Cannon Ball, joins Thunderbirds, Stingray, Captain Scarlet, Terrahawks, Joe 90 and UFO on Channel 5 video, all at £7.99 each.



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